

The Gates of Hell

Grimoire of Cosmic Entities Volume One

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Original Concept by Serge W. Desir, Jr.



**Chapter five:
Powers of the Pit**

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We had fared well against the dreaded cavalry of the Supreme Legion. We crippled the wings of cor-nugons. We had cast down mighty pit fiends. We knew now, as we reached the Citadel of Ash in the Forest of Ages, that the moment had arrived. We would meet Duke Abigor and cast him back into the fiery pits of Avernum and his vile warmongering would plague us no more. Our lands would know peace once again.

The six of us rushed into the huge chamber, a place once pristine and grand, now defiled with blood and hate, the legacy of Abigor. We had it planned perfectly; we knew we had just enough power to defeat the Supreme General, to cast him down. We thought it was he when the huge, cursed horse - its hooves, tail, and mane burning - emerged from behind the throne. On its back was a grand figure in bronze, spiked armor, a lance and shield in its arms. But, when our eyes settled on the face, our souls seized in our chests. Withered and filled with a terrible, sad wrath, we knew this to be a devil... But it was female! Abigor had always been described as male!

She must have noted the confusion and fear on our faces for she said, "No, I am not the Supreme General. I am Natara, Commander of the Infernal Charge of the Supreme Legion. Abigor has returned to Hell on business. Do not fear. I plan on sending you to him posthaste."

Without warning, she charged. Of the six of us that entered, only I survived. To this day, I weep for my friends, as I know that their fate was as Natara had promised..."

Taken from the *Memoirs of Arkin the Quartered*.

While the Courtiers of Perdition, from the lowest Duke of Hell to the greatest Lords of the Nine, are of great interest to countless mortals, those who contest the power of The Pit are far more likely to run afoul of the lower ranks of devils. Collected below are powerful devils, luminaries within their various ranks and bodyguards, lieutenants, and advisors to the various Courtiers of Perdition. Many of these devils make excellent high-level adversaries without having to worry about a great deal of epic power.

Aesmadeva, Lord of the Ashmadia

Pit fiend, Paragon

Huge Outsider (Devil, Evil, Extraplanar, Lawful)

Symbol: Red, stylized, fiend superimposed on a black pentagram

Hit Dice: 54d8 +972 plus 648 (2052 hp)

Initiative: +19

Speed: 120 ft., fly 180 ft. (average)

Armor Class: 92 (+9 armor, +10 deflection, +15 Dexterity, +12 insight, +12 luck, +26 natural, -2 size), touch 57, flat-footed 77

Base Attack/Grapple: +54/+112

Attack: Hell's Wrath +114 melee (4d6+66+3d6 (lawful) and one negative level +1 (vile) /19-20 x3 +9d6 (lawful) and three negative levels +2d6 (overwhelming critical) and death (Fortitude DC 75); or Pain of Perdition +97 ranged (4d6+25 plus antimagic and poison); or claw +102 melee (3d8+45 +1 (vile))

Full Attack: Hell's Wrath +114/+109/+104/+99 melee (4d6+66+3d6 (lawful) and one negative level +1 (vile) /19-20 x3 +9d6 (lawful) and three negative levels +2d6 (overwhelming critical) and death (Fortitude DC 75); or Pain of Perdition +97/+92/+87/+82 ranged

(4d6+25 plus antimagic and poison); or 2 claws +102 melee (3d8+45+1 (vile)), 2 wings +100 melee (3d6+32+1 (vile)), bite +100 melee (6d6+32+1 vile plus poison and disease), tail slap +100 melee (3d8+32+1 (vile))

Space/Reach: 15 ft. /15 ft.

Special Attacks: Constrict 3d8+70, fear aura, improved grab, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 30/epic, good, and silver, darkvision 60 ft., immunity to fire and poison, regeneration 15, resistance to acid 45 and cold 45, see in darkness, spell resistance 63, telepathy 600 ft.

Saves: Fort +57, Ref +54, Will +56

Abilities: Str 60, Dex 40, Con 46, Int 41, Wis 41, Cha 41

Skills: Balance +88, Bluff +82, Climb +92, Concentration +85, Diplomacy +90, Disguise +88, Hide +74, Intimidate +88, Jump +98, Knowledge (arcana) +82, Knowledge (nature) +88, Knowledge (the planes) +82, Knowledge (religion) +82, Listen +82, Move Silently +82, Search +82, Sense Motive +37, Spellcraft +88, Spot +82, Survival +82 (+88 above ground, +88 on other planes, +88 tracking), Tumble +82

Feats: Awesome Blow, Cleave, Corrupt Spell-like Ability, Dark Speech, Great Cleave, Improved Bullrush, Improved Critical (greataxe), Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Multiattack, Power Attack, Quicken Spell-like Ability (*meteor swarm*), Vile Martial Strike (greataxe), Vile Natural Strike, Weapon Focus (greataxe), Epic Feats: Devastating Critical (greataxe), Dire Charge, Epic Weapon Focus (greataxe), Overwhelming Critical (greataxe)

Climate/Terrain: The Nine Hells of Perdition (Nessus)

Organization: Solitary (unique), troupe (10-20 Nessian pit fiends and the Ashmadia), or as bodyguard

D E V I L S O F T H E D O M E N S P A C E

(Aesmadeva and Asmodeus)

Challenge Rating: 51

Treasure: *Hell's Wrath, Pain of Perdition, Scale of Tiamat, amulet of plane shifting, and a ring of mind shielding*

Alignment: Lawful Evil

It is not known when or why The Overlord of Hell created the first pit fiends. It is commonly assumed that the creation of all the diabolical castes occurred at the same time after The Overlord of Hell's fall created the Nine Hells of Perdition and that devils of all kinds emerged from the coagulating blood that infused the Nine Hells with evil sentience and will. However such was not the case. Yes, terrible beings did emerge from the blood of Hell's Father, the ancient malefircareim, the forerunners of arch-devils and the Lords of the Nine. For the longest time as their creator slumbered, these were the only devils in Hell and they ruled Hell and quickly proved to be a threat to the Cosmos. Then The Overlord of Hell awoke and reigned in his children, destroying most, exiling many and chastising a few. After this purge, in the guise of Lucifer the Satan, The King of Hell introduced his law and his own creation: the pit fiend.

Although not as powerful as the malefircareim, the pit fiend was utterly loyal to The Lord of the Nine Hells, and capable of growth and adaptation to a degree incapable for malefircareim. These beings, created out of The Overlord's blood in the Lake of Fire, will be the first of the immense army that will one day pour out of Hell and into the Cosmos when the time is right. For now, these pit fiends are The Overlord of Hell's personal servants, his representatives, and the basis by which all other devils would be forged. The first pit fiend was given a place of station unsurpassed to this day, trillions of years later. Called Aesmadeva, the first pit fiend is ever at the side of Hell's Father, and the only being in Hell that knows all of the Dark Lord of Nessus' secrets.

Aesmadeva has many names, of which Alastor, Ala-Star, and The Grim Fiend are but a few. As the first pit fiend, Aesmadeva is also the greatest of the caste, surpassing all in every imaginable way. His puissance is such that all the denizens of Hell, even the Lords of the Nine, fear him. He has served under both Lucifer the Satan and Asmodeus as bodyguard, a situation that has given other devils cause to declare that Aesmadeva is the devil most loyal to Hell.

In addition to his role as Asmodeus' bodyguard, Aesmadeva also leads The Ashmadia, the Devils of Wrath. Nine in number counting Aesmadeva, The Ashmadia are the Executioners of Hell, leading assaults on all beings who have offended Asmodeus at one time or another. Neither subtle nor sloppy, The Ashmadia quickly destroy any being they are ordered to kill, previously including a few arch-devils, other cosmic entities and demigods. Like Aesmadeva, The Ashmadia are utterly loyal to As-

modeus.

Aesmadeva has been approached in the past to betray his lord and will certainly be approached again in the future. However, Aesmadeva is utterly loyal to his creator, so much so that the few aware of Asmodeus' true nature suspect that Aesmadeva may actually come close to being a construct intellectually. This is untrue; Aesmadeva is simply incapable of turning against The Overlord of Hell. He is the perfect slave, his will completely subsumed by The Overlord's power. When the time comes, the loyalty of Aesmadeva will be unleashed when The Overlord of Hell rises from his prison to rip down the current order and reconstruct the Cosmos in his image. Aesmadeva will be at his master's side throughout the restructuring, destroying all those opposed to the new order.

Combat

Aesmadeva fights quickly and efficiently. He is capable of adjusting techniques to suit the situation. He rarely seeks a fair fight for to him the only fair fight is one that ensures his victory.

If surprised, Aesmadeva will typically *teleport* away in order to observe his foes from afar and develop the proper means for their defeat. As Asmodeus' bodyguard, Aesmadeva has access to resources beyond those listed above and is not above using them.

Constrict (Ex): Aesmadeva deals 3d8+70 points of damage with a successful grapple check.

Disease (Su): A creature struck by Aesmadeva's bite attack must succeed on a DC 68 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d2 days, damage 1d6 Str). The save DC is Constitution based.

Fear Aura (Su): Aesmadeva can radiate a 20-foot fear aura as a free action. A creature in the area must succeed on a DC 65 Will save or be affected as though by a fear spell (caster level 69th). A creature that successfully saves cannot be affected again by Aesmadeva's aura for 24 hours. Dukes of Hell and higher ranked devils are immune to the aura, and lesser devils can be excluded from the effect should Aesmadeva so choose. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, Aesmadeva must hit with his tail slap attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If Aesmadeva wins the grapple check, he establishes a hold and constricts.

Poison (Ex): Injury, Fortitude DC 68, initial damage 1d8 temporary Constitution, secondary damage death. The save is Constitution-based.

Spell-like Abilities (Sp): At will - *animate dead, blasphemy, charm person, create undead, desecrate, detect good, detect magic, fireball, greater dispel magic, greater invisibility, greater teleport, meteor swarm, magic circle against good, mass hold monster, persistent image, power word stun, produce flame, polymorph, pyrotechnics, suggestion, unholy aura, unhallow, and wall of fire*; 3/day - *haste, see invisibility*; 1/day -

day - *wish*. Caster level 69th; DC 52 + spell level.

Summon Devils (Sp): Four times per day, Aesmadeva can automatically summon nine lemures, osyluths, or barbazu; or six erinyes, cornugons, gelugons, or pit fiends. Such fiends always possess twice their standard HD and maximum hp. Nine times per day, he may *call* any one of the Ashmadia.

Regeneration (Ex): Aesmadeva takes normal damage from epic, good-aligned silver weapons, and from spells or effects with the good descriptor.

Possessions: Like the Ashmadia, Aesmadeva is outfitted with a number of items unique to this greatest of all pit fiend battalions. However, Aesmadeva is unique in that he alone carries *Hell's Wrath*. Forged from the same metal that created Prince Lixer's *Eikonoclast*, *Hell's Wrath* is a huge +9 lawful power greataxe that appears to be forged from one piece of black metal, adorned only with a huge red symbol of Asmodeus on either side of the blade. It ignores all deflection bonuses to armor class and may strike incorporeal creatures with impunity.

Aesmadeva also wears the *Pain of Perdition*, black iron +9 bracers of armor of moderate fortification. The *Pain of Perdition* can fire spikes as a +5 repeating great crossbow, although the bolts are automatically replenished from an extra-dimensional storage space. The bolts affect their target as an *antimagic ray*, requiring a Will save DC 36 to negate. They are also coated Aesmadeva's own venom, forcing a Fortitude save 68 against that vile poison. If Aesmadeva is successfully struck in melee, the *Pain of Perdition* discharges 5d6 points of hellfire damage against his attacker.

Finally, Aesmadeva carries the red *Scale of Tiamat*. As its name implies, it was forged from one of the very scales of the Dragon Queen herself, as tribute to the King of All Hell. Functioning as a *bulwark of the great dragon*, the Scale differs in that it is a tower shield rather than a large shield; furthermore, the bonus to armor class is a deflection bonus rather than a shield bonus. The *Scale* does not inflict any penalties on Aesmadeva's attacks.

Ariyan, Governor of Tantlin

Pit Fiend (8th Circle General of the Legions of Hell)

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Wizard 10/Sea Witch 9

Hit Dice: 28d8 + 19d4 + 564 (737 hp)

Initiative: +11

Speed: 40 ft., fly 60 ft. (average)

Armor Class: 48 (+5 armor, +11 Dexterity, +23 natural, -1 size), touch 20, flat-footed 32

Base Attack/Grapple: +38/+55

Attack: Rod of tyranny +59 melee (2d6+22); or claw +50 melee (2d8+13)

Full Attack: Rod of tyranny +59/+54/+49/+44 melee (2d6+22), and bite +48 melee (4d6+6 plus poison plus disease) and 2 wings +48 melee (2d6+6) and tail slap +48 melee (2d8+6); or 2 claws +50 melee (2d8+13) and 2 wings and bite and tail slap

Space/Reach: 10 ft. /10 ft.

Special Attacks: Briny deep summoning, call maelstrom, constrict, curses, disease, fear aura, improved grab, poison, spell-like abilities, spells, *summon devils*

Special Qualities: Damage reduction 20/epic good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 15 and cold 15, regeneration 7, see in darkness, spell resistance 46, telepathy 200 ft.

Saves: Fort +42, Ref +41, Will +41

Abilities: Str 37, Dex 32, Con 34, Int 30, Wis 28, Cha 26

Skills: Balance +40, Bluff +37, Climb +36 (+38 with ropes), Concentration +43, Diplomacy +28, Disguise +28 (+32 acting), Escape Artist +11 (+13 with ropes), Hide +22, Intimidate +37, Jump +21, Knowledge (arcana) +60, Knowledge (geography) +29, Knowledge (nature) +58, Knowledge (the planes) +41, Knowledge (religion) +29, Listen +29, Move Silently +30, Profession (sailor) +30, Search +30, Sense Motive +34, Spellcraft +66, Spot +44, Survival +40 (+46 above ground, +42 avoiding hazards, +44 on other planes, +42 tracking), Swim +57, Tumble +42, Use Rope +31.

Feats: Cleave, Corrupt Spell, Dark Speech, Energy Admixture (cold), Energy Substitution (cold), Enlarge Spell, Great Captain, Iron Will, Leadership, Multiattack, Piercing Cold, Power Attack, Scribe Scroll, Ship's Mage, Track, Violate Spell, Widen Spell

Epic Feats: Automatic Violate Spell (x2), Epic Leadership

Climate/Terrain: Stygia, Fifth of the Nine Hells of Perdition

Organization: Solitary (unique), or crew (9 pit fiends, 81 barregons, 270 hamatula)

Challenge Rating: 34

Treasure: Rod of tyranny

Alignment: Lawful Evil

It is often said of the barregons that their loyalty to Hell has been swallowed whole into the maw of Leviathan, the Prince of Stygia and the Eternal Traitor of Hell. Almost to the last, the barregons of Hell are more loyal to Leviathan than they are to the Hierarchy of Hell, spending their time plotting to undo the work of the Dark Ministry and, more importantly, the plots of the other Lords of the Nine - especially Asmodeus. In this pursuit, the barregons focus a lot of attention on the pit fiends that do business in Stygia since the greatest of the common devils are wholly under the grip of The Overlord. However, like so many things said about Hell, these rumors are not entirely accurate. Just as there are barregons loyal to Hell, there are also pit fiends loyal to Leviathan and Ariyan, Governor of Tantlin, is one such pit fiend.

Ariyan has served as the Tantlin's Governor for as far back as most gods can recall. To those outside Hell, her power over the primary city in Stygia is perceived as a reward for her steadfastness, her management of the River Styx, great diplomacy with the gods that have realms in the Perdition, and her control over petitioner souls. Indeed, even some devils believe that Ariyan's status is a reflection of her success. And, in a warped way, both mortals and ignorant devils are accurate. Ariyan was successful and she was rewarded properly in a manner unique only to Hell. Tantlin is her eternal punishment for supporting Prince Leviathan when he killed Benzosia, the Queen of Hell. Ariyan served Leviathan

The Devil's Chapter of the Donkeys

faithfully in all things, although much of her “loyalty” was based upon fear and loathing. It was she who alerted Leviathan and Geryon about the Queen’s approach and it was she who planned the destruction of Benzosia’s honor guard. Shortly after Leviathan was stripped of his Lord-Regency, locked into a tremendous iceberg, and cast into the depths of the River Styx by Asmodeus, Ariyan was visited by Martinet. As befitting a pit fiend loyal to a Lord of the Nine, Martinet announced that Ariyan would be rewarded with a high honor: rule of Tantlin. However, because Ariyan selected the wrong Lord to support, she - like her master - would be frozen for all eternity. She would never receive another promotion, recognition, or benefit within Hell. She would rule Tantlin and the waterways of Styx for all eternity, never to forget how her stupidity cost her.

Ariyan is filled with suppressed rage, anger always lurking under the surface of her glassy demeanor. As Governor of Tantlin, she oversees the security of Stygia, Malbolge, Maladomini, and Cania and reports to Minister Zimimar of the Denomination of Morale. Theoretically, all transport on the River Styx is supervised by her and commands a large number of barregons, especially in Stygia. In reality, a stupid mistake has cost Ariyan much of her actual authority with these barregons. A particularly talented barregon known as Dulahad served as her lieutenant faithfully for many centuries. Rather than demote him to cornugon (and lose the use of his services), Ariyan had him constantly transferred to different positions within her command. Her plan worked well for a time since Dulahad succeeded beyond expectations constantly. However, one day he disappeared for nearly a year. When he returned, madness burned in his eyes, and a power potent and primal emanated from his body. He threatened the bitter pit fiend with her existence if she interfered with his actions in the future. Ariyan had no choice but to accede. Since that day, although she’s managed to transition Dulahad more completely under the Denomination of Strategy, she has had to cover up the loss of several lesser and least devils being sacrificed to the Styx, grant periodic leave to many barregons for their “pilgrimages”, and offer a goodly portion of her own wealth to the River. In return for this, Dulahad pretends to remain her servant, keeping his change a secret from Hell at large. Ariyan currently is considering whether or not she can gain more from following Dulahad into greatness or betraying him to the Dark Ministry. She is yet unsure whether she would be rewarded for exposing a hellspawn, or punished for allowing it to grow to maturity under her gaze in the first place.

As she cannot leave Tantlin, Ariyan knows the city intimately and is capable of singling out new faces with perfect accuracy. However, because of this, Ariyan’s rule of the city has been haphazard and lackadaisical at best, particularly during the reign of Geryon. However, with the return of Leviathan, Ariyan is slowly regaining her old pursuit of perfection, hoping against all hope that one of Leviathan’s many plots releases him from

his prison, allowing him to gain his vengeance on Asmodeus, resulting in her own freedom.

Ariyan appears as a very fat pit fiend with moist, drooping flesh and puffy eyes. Speaking in a gurgling voice, Ariyan is always looking for an excuse to bring misery to another. Ariyan carries little beyond her rod of tyranny, although she herself is usually carried in a sedan-chair by eight hamatulas.

Combat

Ariyan is always eager to beat some poor fool into the ground. In the event that a fight ensues, Ariyan will immediately invoke her fear aura and cast *tyranny* with her *rod of tyranny*. She will then enter into melee, targeting the weakest looking opponent. In the event that it appears that her targets may attempt to escape after angering her enough, Ariyan will use her *rod of tyranny* to lock the gates of Tantlin.

Briny Deep Summoning (Sp): Twice per day (or at will within Stygia), Ariyan can *summon* forth creatures of the deep to aid her. She can *summon* one caller from the depths or scyllan, or 1d4+1 fiendish dire sharks, greater water elementals or elder tojandidas.

Call Malestrom (Su): Once per day, or at will if in Stygia, Ariyan may create a maelstrom within one mile of her location that lasts for up to 9 hours. This can range in strength from a normal maelstrom up to a greater maelstrom in power. Ariyan’s greater maelstrom empties into the Elemental Plane of Water only if she creates it in the waters of Stygia, otherwise it empties into Stygia.

Constrict (Ex): Ariyan deals 2d8 + 26 points of damage with a successful grapple check.

Curses (Su): Ariyan may awaken the dark side of the ocean’s power to curse her foes. The curses are usable at will if she is within Stygia, otherwise she may use each of them twice per day.

Curse of the Sea Witch: This functions identical to bestow curse except that a creature so cursed may remove it by spending an hour more than a mile away from the nearest large body of water.

Curse of the Albatross: Ariyan may strike a ship and its crew, slowing the ship’s movement rate by 10 feet, and inflicting a -4 penalty on the crew’s Profession (sailor) and Swim checks. This curse cannot be removed by remaining away from water, but only through magical means such as break enchantment, remove curse or more powerful spells.

Disease (Su): A creature struck by Ariyan’s bite attack must succeed at a DC 36 Fortitude save or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of Strength).

Fear Aura (Su): Ariyan can radiate a 20-foot-radius fear aura as a free action. Creatures in the area must succeed on a DC 32 Will save or be affected as though by a fear spell (caster level 28th). A creature that successfully saves cannot be affected again by her aura for 24 hours. Other devils are immune to the aura.

Improved Grab (Ex): To use this ability, Ariyan

must hit a Medium or smaller opponent with her tail slap attack. If she gets a hold, she can constrict.

Poison (Ex): Injury; Fortitude DC 36; initial damage 1d8 Constitution, secondary damage death.

Regeneration (Ex): Ariyan takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Spell-Like Abilities (Sp): At will – *animate dead, blasphemy, charm person, create undead, desecrate, detect good, detect magic, greater dispel magic, greater invisibility, greater teleport* (self plus 50 pounds only), *magic circle against good, major image, mass hold monster, power word stun, produce flame, polymorph, pyrotechnics, suggestion, unholy aura, unhallow, and wall of fire*; 1/day – *meteor swarm and symbol of pain*; 1/year – *wish*. Caster level 28th; DC 18 + spell level.

Spells: Wizard spells per day: 4/7/7/6/6/6/6/4/3/2 Caster level 38th; DC 20 + spell level. As an infernal Governor, Ariyan has near limitless access to magical knowledge. Her spellbooks contain all of the spells found in the *Player's Handbook*, and many found in the *Book of Vile Darkness* and *Spell Compendium*. Ariyan favors spells that deal with water and ice of the Evocation and Conjunction schools, and also many abjurations. She tends to disdain spells from the Necromancy and Enchantment schools.

Summon Devils (Sp): Thrice per day, Ariyan can automatically summon two lemures, osyluths, or haamatulas; or one erinyes, cornugon, or gelugon.

Possessions: Aside from her *rod of tyranny*, Ariyan only wears *bracers of armor +5*, a *cloak of resistance +5*, and a *ring of elemental command (water)*.

Cohorts: Ariyan's first mate Bhunik is an arrogant and swaggering barregon who commands her flagship in her absence. Her favor is all that stops the pit fiend members of the crew from tearing him apart 26 HD barregon, legendary captain 10.

The Ashmadia

Pit Fiends, Advanced

Huge Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 54d8+702 (1134 hp)

Initiative: +18

Speed: 40 ft., fly 60 ft. (average)

Armor Class: 72 (+9 armor, +10 deflection, +10 Dexterity, +26 natural, +9 profane, -2 size), touch 37, flat-footed 62

Base Attack/Grapple: +54/+91

Attack: *Nessian Cleaver* +87 melee (3d6+35 plus 2d4 negative levels 19-20/x3); or *Pain of Perdition* +76 ranged (4d6+14 plus anti-magic and poison); or claw +81 melee (3d8+29 +1 vile)

Full Attack*: *Nessian Cleaver* +87/+82/+77/+72 melee (3d6+35 plus 2d4 negative levels 19-20/x3) and bite +79 melee (6d8+19+1 vile plus poison and disease) and 2 wings +79 melee (3d6+19+1 vile) and tail slap (3d8+19+1 vile) or *Pain of Perdition* +76/+71/+66/+61 ranged (3d8+14 plus anti-magic and poison) or 2 claws +81 melee (3d8+29+1 vile), and bite and 2 wings and tail slap

* If not holding their shields, the Ashmadia can make one claw attack as a secondary attack during a full attack action

Space/Reach: 15 ft./15 ft.

Special Attacks: Constrict 3d8+49, disease, fear aura, improved grab, poison spell-like abilities, *summon devils*

Special Qualities: Damage reduction 25/epic, good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 30 and cold 30, regeneration 15, see in darkness, spell resistance 51, telepathy 500 ft.

Saves: Fort +42, Ref +39, Will +43

Abilities: Str 50, Dex 30, Con 36, Int 31, Wis 31, Cha 31

Skills: Balance +16, Bluff +67, Climb +77, Concentration +70, Diplomacy +22, Disguise +67 (+73 acting in character), Hide +59, Intimidate +73, Jump +87, Knowledge (arcana) +67, Knowledge (nature) +67, Knowledge (the planes) +67, Knowledge (religion) +67, Listen +67, Move Silently +67, Search +67, Sense Motive +67, Spellcraft +73, Spot +67, Survival +10 (+16 above ground, +16 on other planes, +16 tracking), Tumble +74

Feats: Awesome Blow, Cleave, Combat Expertise, Combat Reflexes, Corrupt Spell-like Ability, Dark Speech, Flyby Attack, Great Cleave, Improved Bullrush, Improved Combat Expertise, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Quicken Spell-like Ability (*meteor swarm*), Vile Natural Strike

Epic Feats: Dire Charge, Epic Will, Superior Initiative

Climate/Terrain: Any land and underground (Nessus)

Organization: Solitary, pair, troupe w/ Aesmadeva (9 Ashmadia, 5-10 Nessian pit fiends and Aesmadeva)

Challenge Rating: 39

Treasure: Triple Standard

Alignment: Lawful Evil

The Ashmadia are the personal bodyguards and executioners of Asmodeus, Hell's King. Numbering eight in all, these creatures are thought to be the oldest pit fiends after Aesmadeva, although no one knows for certain. Like their leader, The Ashmadia are totally devoid of any notion of betrayal of Hell and since Hell is invested and personified in the figure of its current King, they are incapable of betraying Asmodeus. In any event, as Nessian pit fiends, the Ashmadia are well aware of Asmodeus' true nature. Their perfection marred only by the fact that they are not Aesmadeva, the Ashmadia have no names and are typically referred to based upon the draconic color each uses (i.e. the Azure and Sapphire Ashmadia, the Emerald and Jade Ashmadia, the Ebon and Onyx Ashmadia, and the Ashen and Sallow Ashmadia).

Combat

The Ashmadia typically engage foes at the orders of Aesmadeva, following their lord's strategy to the letter. If such is not the case, they usually open combat with a quickened *meteor swarm*. Following that, half of them charge to engage their foes in melee, while the other half launch corrupted *fireballs* at any foes still standing.

They fight in pairs, making use of flanking and attacks of opportunity. During the subsequent rounds, the four engaging in melee attempt to direct their attacks at foes who appear to be avoiding the magical onslaught provided by the remaining Ashmadia. The four providing magical support typically alternate their attacks. One pair attempts to *dispel magic* and makes use of *blasphemy* afterwards. The second pair divides up the

Dukes of Hell

battlefield using *walls of fire*. The third uses damaging attacks such as *fireball*, *power word stun*, and *meteor swarm*. If allies are out of the line of fire, these attacks are generally corrupted as well. The fourth attacks the minds of the enemy with *mass hold monster*, *suggestion* and *charm person*.

The Ashmadia are no fools, and in the absence of Aesmadeva, will retreat via *greater teleport* once reduced to one-third of their hit points, or sooner if facing an obviously superior foe. They tend to cover their retreat by summoning devils to the fray, usually cornugons and gelugons. They also make use of their summoning power if the first few rounds of combat go against them, but not poorly enough for a retreat. In this case, Nessian pit fiends are generally summoned, alongside the cornugons and gelugons. The Ashmadia rarely summon lesser devils than this, seeing them as a waste of time.

Constrict (Ex): The Ashmadia deal 3d8+39 points of damage with a successful grapple check.

Disease (Su): A creature struck by one of the Ashmadia's bite attacks must succeed on a DC 59 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d2 days, damage 1d6 Str). The save DC is Constitution based.

Fear Aura (Su): The Ashmadia can radiate a 20 foot fear aura as a free action. A creature in the area must succeed on a DC 56 Will save or be affected as though by a fear spell (caster level 54th). A creature that successfully saves cannot be affected again by the aura for 24 hours. Dukes of Hell and higher ranked devils are immune to the aura, and lesser devils can be excluded from the effect should the Ashmadia so choose. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, the Ashmadia must hit with their tail slap attack. They can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the Ashmadia wins the grapple check, it establishes a hold and constricts.

Poison (Ex): Injury, Fortitude DC 59, initial damage 1d8 temporary Constitution, secondary damage death. The save is Constitution based.

Spell-like Abilities (Sp): At will - *animate dead*, *blasphemy*, *charm person*, *create undead*, *desebrate*, *detect good*, *detect magic*, *fireball*, *greater dispel magic*, *greater invisibility*, *greater teleport*, *magic circle against good*, *mass hold monster*, *meteor swarm*, *persistent image*, *power word stun*, *produce flame*, *polymorph*, *pyrotechnics*, *suggestion*, *unholy aura*, *unhallow*, *wall of fire*; 1/week - *wish*. Caster level 54th; save DC 29 + spell level.

Summon Devils (Sp): Four times a day, the Ashmadia can automatically summon nine lemures, barabzu, or osyluths, or six cornugons, erinyes, gelugons, or hamatulas. These devils may have twice their standard HD. The Ashmadia can also summon 3 Nessian pit fiends. Asmodeus has granted the Ashmadia this additional measure of power.

Regeneration (Ex): The Ashmadia take normal damage from good-aligned silver weapons, and from

spells or effects with the good descriptor.

Possessions: *Seal of Malsheem* (Minor Artifact). Each member of the Ashmadia bear a pentagram seal upon their foreheads, placed there by the hand of Asmodeus himself. This powerful brand bestows a +9 profane bonus to physical attacks, damage, armor class and the DCs of their spell-like abilities and special attacks. It also allows the Ashmadia's fear aura to affect any devil of pit fiend status or lower, if they so choose.

The Ashmadia wield battleaxes forged from the souls of the damned. These powerful soulsteel items are +6 *keen souldrinker axes*, known as *Nessian Cleavers*.

Black iron bracers surround the mighty pit fiends' forearms. These weapons, known as the *Pain of Perdition*, can fire spikes as a +5 repeating great crossbow, although the ammunition is automatically replenished from an extra-dimensional storage space. The bolts affect their target as an *antimagic ray*, requiring a Will save DC 36 to negate. They are also coated in the pit fiends' own venom, forcing a save against that vile poison.

The bracers also serve as +9 *bracers of armor of moderate fortification*, and discharge 5d6 points of fire damage against those who strike them in melee.

The Scales of Tiamat function as *bulwarks of the dragon*, save that they are tower shields instead of large shields, and the bonus to AC is a deflection bonus rather than a shield bonus. As their name implies, they were forged from the very scales of the Dragon Queen herself as tribute to the King of All Hell. The *Scales* do not inflict any penalties on the Ashmadia's attacks. Two members of the Ashmadia possess a different color dragon shield, one for four of the five chromatic dragons; only Aesmadeva carries the red *Scale of Tiamat*.

Bezakor, Stalker of Malbolge

Bezekira (Hellcat)

Huge Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 24d8+336 (444 hp)

Initiative: +14

Speed: 80 ft.

Armor Class: 34 (-2 size, +10 Dex, +16 natural), touch 18, flat-footed 24

Base Attack/Grapple: +24/+49

Attack: Claw +39 melee (6d6+17+1 vile)

Full Attack: 2 claws +39/+34/+29/+19 melee (6d6+17+1 vile 19-20/x2) and bite +37 melee (8d8+8+1 vile 19-20/x2)

Space/ Reach: 15 ft. /10 ft.

Special Attacks: Frightful presence (DC 26), improved grab, pounce, rake (4d6+8+1 vile)

Special Qualities: Damage reduction 15/good and silver, darkvision 60 ft., fast healing 5, invisible in light, resistance to fire 10, scent, spell-like abilities, spell resistance 32

Saves: Fort +30, Ref +27, Will +22

Abilities: Str 45, Dex 31, Con 36, Int 17, Wis 20, Cha 18

Skills: Balance +41, Climb +44, Hide +29, Intimidate +31, Jump +68, Listen +36, Move Silently +41, Spot +32, Survival +32, Swim +44, Tumble +41

Feats: Improved Critical (claw), Improved Initiative ^B, Improved Natural Attack (bite) Improved Natural Attack

(claw), Improved Rapid Strike, Improved Toughness, Multiattack^B, Rapid Strike, Run, Track^B, Vile Natural Attack
Epic Feats: Epic Speed
Climate/Terrain: Malbolge, Fifth of the Nine Hells of Perdition
Organization: Solitary (unique), or with pride (10-20 ultrezekiras)
Challenge Rating: 20
Treasure: None
Alignment: Lawful Evil

The greatest ultrezekira in existence is one of the Planes most fearsome predators. Fully 25 feet long from head to tail, this powerful beast roams Malbolge with his pride, preying upon weak and foolish devils that would venture out alone. The beast is capable of tearing apart an elder dragon, and has even supposedly destroyed a tarrasque. Occasionally he leaves Hell to hunt on the outer planes, leaving a swath of death in his path.

Combat

Bezarakor is straight forward in combat. He charges the largest foe, pounces, attempts to rake, and continues to tear into that foe until they are no more. Then he moves on to the next. If foes manage to converge on him, he *teleports* a short distance away and charges again. While direct and vicious, he is still very intelligent, and will adapt his strategy to account for terrain and other variables.

If surprised, he generally does not waste time with his spell-like ability buffs unless obviously outmatched. When outmatched, Bezarakor *teleports* away and casts such spells in rapid succession before returning to combat. If stalking dangerous prey, he typically has them cast upon himself just before pouncing.

Improved Grab (Ex): Bezarakor must hit with his bite attack to use this ability. He can then start a grapple as a free action. If he wins, he establishes a hold and can rake.

Pounce (Ex): If Bezarakor charges he can make a full attack.

Invisible in Light (Ex): Bezarakor is invisible in any lighted area lit enough for a human to see. In darkness he shows up as a faint outline up to 30 feet away. (60 feet for low light vision) Magical darkness smothers this glow.

Spell-like abilities: At will—*devil's eye*, *greater teleport*; 3/day - *expeditious retreat*, *razorfangs*, *sharp-tooth*, *superior magic fang*. Caster level 24th.

Skills: Bezarakor receives a +4 bonus on Listen and Move Silently checks.

Byzine, Master of the Order of the Fly

Osylyth (9th Circle Major of the Legions of Hell)
Huge Outsider (Devil, Evil, Extraplanar, Lawful)
Hit Dice: 30d8 + 10d6 (Epic Infiltrator) + 280 (450 hp)
Initiative: +16
Speed: 40 ft.

Armor Class: 31 (+8 Dexterity, +15 natural, -2 size), touch 16, flat-footed 23
Base Attack/Grapple: +35/+52
Attack: Bite +42 melee (2d6+9)
Full Attack: Bite +42 melee (2d6+9) and 2 claws +37 melee (1d6+4) and sting +37 melee (3d6+4 and poison)
Space/Reach: 15 ft. /15 ft.
Special Attacks: Sneak attack +4d6, spell-like abilities, *summon devils*
Special Qualities: Damage reduction 15/good and silver; darkvision 60 ft., far senses (4/day, 220 ft.), immunity to fire and poison, improved cover identity, *mind blank* 1/day, read thoughts 2/day, resistance to acid 10 and cold 10; see in darkness; specialist training, spell resistance 37; telepathy 200 ft.
Saves: Fort +29, Ref +30, Will +27
Abilities: Str 29, Dex 26, Con 25, Int 21, Wis 21, Cha 20
Skills: Appraise +20, Bluff +66, Concentration +27, Disable Device +20, Diplomacy +50, Disguise +51 (+55 acting in character), Escape Artist +18, Forgery +28, Gather Information +70, Hide +44, Intimidate +28, Knowledge (local - Nine Hells of Perdition) +45, Listen +50, Move Silently +50, Open Lock +38, Search +32, Sense Motive +36, Spot +50, Survival +5 (+9 tracking), Use Magical Device +25, Use Rope +8 (+10 with bindings)
Feats: Alertness, Dark Speech, Greater Spell Focus (Enchantment), Improved Initiative, Investigator, Persuasive, Skill Focus (Bluff), Spell Focus (Enchantment), Run, Stealthy
Epic Feats: Epic Skill Focus (Bluff), Epic Skill Focus (Gather Information), Polyglot, Superior Initiative
Climate/Terrain: Maladomini, Seventh of the Nine Hells of Perdition
Organization: Solitary (unique) or with 3-8 aides (20 HD osyluths)
Challenge Rating: 25
Treasure: Standard
Alignment: Lawful Evil

The Head of Internal Operations of the Order of the Flies has spent a near eternity developing ever new methods of gathering information for his master, the Lord of the Seventh. As such, he rivals Corin for the title of Master Spy of Hell. Indeed, Byzine was once a pupil of the Corin and served for a time (and still holds rank) in the Espionage Branch of Infiltration with high distinction until he was approached by Beelzebul. Now, Byzine and the Dark Minister have an unfriendly rivalry with each other, although on occasion they have worked together to the extreme success of both organizations.

Byzine appears as a fifteen foot tall osyluth, with pale white flesh. His eyes dart about constantly, taking in every detail available. He is always calm and collected, even in the face of the anger of his superiors. He never loses his composure and maintains an observant and open mind in the face of imminent defeat. His voice is a monotone accompanied by ultrasonic undertones, like the droning of an insect. It is nearly hypnotic in nature, a facet that has led to some of his less wary rivals' demises.

Byzine is a recipient of the Order of Perfection, the highest honor in Maladomini.

Combat

Chapter 5: Demons of the Seventh

Demons of the Underworld

Byzine almost never has to engage in combat due to his ability to melt into the background or perpetuate his alter egos. If he is drawn into combat, Byzine favors quick, effective strikes that carry the least risk. He will typically try to evade his foes unless doing so would risk his exposure. In that case, Byzine will fight much as expected of his current guise until he can disengage or retreat, making use of his illusionary and enchantment powers. If a foe has discovered his true nature, Byzine will abandon all pretenses and attempt to destroy the enemy as swiftly as possible, using his poison, summoned devils and most powerful spell-like abilities to triumph. If reduced to one third of his hit points or less, or if faced with an obvious defeat, Byzine does not hesitate to *teleport* away, viewing his survival as paramount.

Fear Aura (Su): As a free action, Byzine can create an aura of fear in a 5 foot radius. It is otherwise identical with *fear* cast by a 30th level sorcerer (save DC 30). If the save is successful, that creature cannot be affected again by Byzine's fear aura for one day. Other Devils are immune to the aura.

Improved Cover Identities: Byzine has three cover identities, one of which has been twice improved. Currently, they are a scribe in Mephistopheles' library, a minor necromancer in the service of Orcus, and an advisor to a powerful solar by the name of Galarnuon. The advisor is the improved identity. While operating within an improved cover identity, Byzine receives a +4 bonus to Disguise checks and a +2 bonus on Bluff and Gather Information checks. (Or +8 Disguise and +4 Bluff and Gather Information when in his advisor identity.) Byzine also benefits from a constant *undetectable alignment* effect that is always active as a supernatural ability.

Poison (Ex): Sting, Fortitude save (DC 32); initial damage 1d6 Strength, secondary damage 2d6 Strength.

Specialist Training (Ex): Byzine has studied concealment and interaction (x2) for his specialist training. These bonuses are already included in his stat block above.

Spell-like Abilities: At will- *animate dead, charm person, dimensional anchor, doom, fly, greater teleport, invisibility, major image, suggestion, wall of ice*. Caster level 30th; DC 15 + spell level. (DC 17 + spell level for enchantment)

Summon Devils: Thrice per day, Byzine can automatically summon 6d8 lemures or 1d6 bone devils. These devils may have double HD.

Possessions: While Byzine has no signature possessions, he does have access to any magical items with a value of 200,000 gold pieces or less. He frequently makes use of items that aid him with his cover identities. While impersonating the necromancer in particular, Byzine relies heavily on items to duplicate the effects of the magic he supposedly has at his disposal.

Doralma the Wretched

Nupperibo

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 14d8+42 (105 hp)

Initiative: +8 (+4 Dexterity, +4 Improved Initiative)

Speed: 20 ft., fly 20 ft. (poor)

Armor Class: 19 (+4 Dexterity, +5 natural), touch 14, flat-footed 15

Base Attack/Grapple: +14/+19

Attack: Slam +20 melee (1d8+5 plus 1 Wisdom)

Full Attack: 2 slams +20 melee (1d8+5 plus 1 Wisdom)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Burning strike

Special Qualities: Damage reduction 5/good or silver, dark-vision 60 ft., immunity to fire and poison, acid resistance 10, cold resistance 10, metamorphosis, see in darkness, spell-like abilities, spell resistance 19, telepathy 50 ft.

Saves: Fort +14, Ref +13, Will +12

Abilities: Str 20, Dex 19, Con 16, Int 5, Wis 16, Cha 11

Skills: Balance +21, Hide +21, Listen +20, Move Silently +21, Spot +20

Feats: Diehard, Endurance, Improved Initiative, Improved Natural Attack (slam), Weapon Focus (slam)

Climate/Terrain: Minauros, Third of the Nine Hells of Perdition.

Organization: Solitary (unique)

Challenge Rating: 7

Treasure: None

Alignment: Lawful Evil

This tormented devil is a slave in the court of Amir Quimath. Captured by daemon mercenaries, the maturing nupperibo serves as a curiosity to the Amir. Neither he, nor any other kyton, understands exactly what they have in their possession, but for now the pathetic creature forced into gladiator style matches to sate the kytons' repressed wrath at their diabolical overlords.

For its part, Doralma is struggling to cope with its sudden sentience. It has attempted to send messages out of Jangling Hiter to the barregons, but so far all have been intercepted. Doralma is drawn to the Styx and his new impending duties, but as a prisoner, cannot leave. The torment from this condition extends far deeper than the body, to the very core of its reformed soul.

Combat

Doralma's limited intelligence makes him a predictable opponent: he lunges toward his nearest foe and pounds on them until they move no more. He is easily distracted and always attempts to attack the creature who struck him the hardest in the preceding round. Against groups of foes, he directs his attacks at two enemies rather than one alone. He has enough awareness to realize that his burning strike causes some foes to withdraw from harming him, which is enough reason for him to inflict it upon as many as possible.

Burning Strike (Su): Doralma's slam attack leaves behind a slimy residue that eats through the flesh of those it strikes. Creatures struck by Doralma's slam take one-half the damage the following five rounds.

Spell-like Abilities: At will - *greater teleport* (self plus 50 pounds only). Caster level 14th.

Metamorphosis: Doralma has reached the most advanced stage of Nupperibo metamorphosis.

Chapter 5: Powers of the

Drochmar the Many Colored

Squamugon

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 24d8+144 (252 hp)

Initiative: +3

Speed: 30 ft., fly 60 ft. (good)

Armor Class: 24 (+3 Dexterity, +12 natural, -1 size), touch 12, flat-footed 21

Base Attack/Grapple: +24/+38

Attack: Tail +33 melee (2d6 + 10 + 5d6 elemental damage)

Full Attack: Tail +33 melee (2d6 + 10 + 5d6 elemental damage) and 2 claws +31 melee (1d6+5 19-20/x4) and 2 wings +31 melee (1d6+5)

Space/Reach: 10 ft./10 ft. (15 ft. with tail)

Special Attacks: Elemental affinity, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 10/good, darkvision 60 ft., immunity to acid, cold, electricity, fire and poison, infernal channeling, regeneration 6, see in darkness, spell resistance 27, subdue, telepathy 200 ft.

Saves: Fort +20, Ref +17, Will +18

Abilities: Str 30, Dex 16, Con 22, Int 16, Wis 15, Cha 20

Skills: Appraise +19, Bluff +32, Concentration +26, Diplomacy +44, Disguise +25 (+29 acting), Intimidate +34, Knowledge (arcana) +28, Knowledge (nobility and royalty) +28, Knowledge (the planes) +23, Listen +22, Sense Motive +29, Spellcraft +28, Spot +22, Survival +2 (+4 on other planes, +4 tracking)

Feats: Cleave, Dark Speech, Flyby Attack, Improved Critical (claw), Improved Natural Attack (tail), Iron Will, Magical Aptitude, Multiattack, Power Attack

Climate/Terrain: Avernus, First of the Nine Hells of Perdition

Organization: Solitary (unique), or Chromatic Flight (Drochmar plus 1 20HD squamugon of each rank) or with 1d3 adult chromatic dragons

Challenge Rating: 15

Treasure: Coat of Many Colors, Ring of Dragon Friendship, Claws of the Ripper¹

Alignment: Lawful Evil

Drochmar serves as Hell's head diplomat to Lady Tiamat. As the most powerful squamugon in Perdition, his relationship with Lady Tiamat causes even more speculation and rumor as to the mysterious connection between the squamugons and chromatic dragon kind. Drochmar plays up this reputation to the hilt, always strengthening his connection with Tiamat whenever possible. Calling himself the Many Colored, he also fancies the title of "The Prismatic Squamugon." Haughty and arrogant, Drochmar is ill-liked within the courts of Hell, although he is careful never to misstep in the dangerous game of Perdition's politics. He is not above using his draconic connections to his advantage however, and that fact alone is enough even to give even pit fiends pause to evaluate the situation. Drochmar is too canny to use outright threats or demands against superiors, but those in the courts still eagerly wait for the day the prideful devil is humbled. Well aware of this, Drochmar finds a multitude of reasons to remain with Lady Tiamat rather than his brethren for most of his time.

Drochmar appears to possess large black scales at first glance. Closer inspection however, reveals that they are actually all five chromatic colors, and just so tightly packed as to give the appearance of black. Other than his large powerful frame and unusual coloration, Drochmar looks like a standard squamugon. He wears his cloak, the *Coat of Many Colors*, at all times, and a ring proclaiming his status as ambassador to Tiamat. He speaks in a condescending manner, and expects his orders to be obeyed immediately. He is usually found with his five chief lieutenants, collectively known as the Chromatic Flight. They are 20HD squamugons, one of each color. Drochmar is also often encountered with chromatic dragons or half dragons, of varying ages and power.

Combat

As arrogant as the dragons he fancies, Drochmar affects a superior attitude in combat. His *coat of many colors* protects him from most attacks, so he engages in melee with impunity, moving from foe to foe inflicting damage. If faced with a particularly powerful melee adversary, Drochmar will attempt to *charm* or *command* the enemy into attacking the rest of his foes. If he imagines himself in any real danger, he activates his *prismatic sphere*. Once this is in place, he *summons* squamugons and flings elemental pain from relative safety. He will also *summon* squamugons if he is reduced to half of his hit points or grows bored with combat. Drochmar does not retreat until he is reduced to one fifth of his hit points or less.

Elemental Affinity (Su): Drochmar holds the highest rank possible of a squamugon, that of All Colors. This is a self styled rank, and it is unsure why exactly Drochmar is allowed to indulge this arrogance. Regardless, he possesses the strengths of all lower ranks. He is immune to acid, cold, electricity, and fire, and deals 1d6 points of each type of damage (cold, fire, electricity, acid, and corrupt) with a successful attack.

Infernal Channeling (Ex): Drochmar can select to grant this boon to any arcane spellcaster possessing fewer than 24 caster levels. When within 20 feet of the selected spellcaster, he bolsters the beneficiary's casting power by nine levels. This boost may be used up to three times per day at no penalty and may be activated as a free action by the caster.

For each additional spell cast after the third, the caster suffers a 30% chance of the spell backfiring. If the spell is intended to cause damage or adversely affect another being, the spell instead affects the caster or else another individual of Drochmar's choosing. Thus, if a fireball is cast by a 10th level sorcerer, but is enhanced to 19th level in terms of its variable effects and range, the sorcerer would suffer a 30% chance of the spell backfiring, either causing harm to himself or to another nearby ally if Drochmar so desires.

Whenever the caster uses spell completion devices, he suffers a -3 penalty to checks for magic beyond his capacity. When using spell trigger devices, the caster

must be at least the same level as that necessary to create the item.

Any time a backfire occurs, there is a flat 30% chance that the caster dies immediately even if he did not suffer enough damage. If the caster dies by this 30% chance or due to the damage caused by a backfire, his soul is trapped within his body for a few precious moments during which time Drochmar will offer him a bargain. The caster may return to life immediately at that moment and permanently retain a +6 bonus to his Intelligence or continue into the afterlife. If the caster accepts, he returns as irredeemably Lawful Evil and a slave to Hell; he is usually informed at a later date by Drochmar himself as to his new role in the Material Plane. If the caster declines the offer, his soul progresses to its final destination in the Realities Beyond.

Subdue (Ex): If defeated in battle or confronted in a hostile manner by an arcane spellcaster, Drochmar may be subdued and forced into servitude. The spellcaster must make an Intimidate check, receiving a +1 bonus per caster level, against Drochmar. A successful Intimidate check results in Drochmar behaving under the effects of *planar binding* as cast by a 12th level caster (or the character's caster level, which ever is higher). The *binding* lasts for one day per point by which Drochmar failed the check. Drochmar never intentionally loses a contest; his arrogance refuses to allow him to serve a lesser being.

Spell-like Abilities (Sp): At will - *alter self, charm person, command, desecrate, detect good, dispel magic, greater teleport* (self plus 50 pounds only), *produce flame* (also acid, cold and electricity), *pyrotechnics, scare, suggestion*. Caster level 24th; DC 15 + spell level.

Summon Devils (Sp): Thrice per day, Drochmar can attempt to summon 4d6 lemures with a 95% chance of success or attempt to summon 1d8 squamugons of any elemental affinity with a 80% chance of success. These devils may have twice their standard HD.

Regeneration (Ex): Drochmar takes normal damage from good-aligned silver weapons and from spells or effects with the good descriptor. He suffers maximum damage from holy water.

Possessions: Drochmar possesses the *coat of many colors*. The *Coat of Many Colors* is a brilliantly dyed cotton cloak that grants a 33% miss chance on attacks against its wearer. Those who fail to strike due to the miss chance are automatically struck by a *prismatic spray* effect. The wearer of the Coat may use *scintillating pattern* 3/day, and *prismatic sphere* 1/day. Caster level 20th; DC 24 where applicable. Drochmar also wears a *ring of dragon friendship* and *claws of the ripper*¹

¹ Found in the *Draconomicon*

Dulahad, Admiral of the Styx

Barregon (3rd Circle Admiral of the Legions of Hell)
Large Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 45d8+270 (630 hp)

Initiative: +15 (+7 Dexterity, +8 Superior Initiative)

Speed: 30 ft., fly 90 ft. (average)

Armor Class: 47 (+7 Dexterity, +31 natural, -1 size), touch 16, flat-footed 40

Base Attack/Grapple: +45/+57

Attack: Claw +52 melee (3d6+8+1 vile plus 1 Wisdom and fatigue)

Full Attack: 2 claws +52 melee (3d6+8+1 vile plus 1 Wisdom and fatigue) and 2 wings +50 melee (1d6+4+1 vile) and bite +50 melee (1d10+4+1 vile)

Space/Reach: 10 ft./10 ft.

Special Attacks: Amnesia touch, fatigue touch, fear aura, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 20/epic, good and silver, darkvision 60 ft., immunities, *nondetection*, resistance to acid 20 and cold 20, regeneration 15, see in darkness, spell resistance 42, sealed mind, telepathy 400 ft., *true seeing*

Saves: Fort +30, Ref +31, Will +33

Abilities: Str 27, Dex 25, Con 23, Int 26, Wis 24, Cha 26

Skills: Balance +39, Bluff +45, Concentration +43, Diplomacy +43, Disguise +8 (+12 acting), Escape Artist +39, Gather Information +54, Hide +35, Intimidate +49, Knowledge (arcana) +25, Knowledge (local - Nine Hells of Perdition) +35, Knowledge (nature) +10, Knowledge (the planes) +45, Listen +41, Move Silently +39, Profession (sailor) +40, Ride +24, Search +45, Sense Motive +39, Spellcraft +35, Spot +46, Survival +54 (+58 on another plane, +58 when tracking), Use Rope +7 (+11 with bindings).

Feats: Combat Expertise, Combat Reflexes, Corrupt Spell-like Ability, Dark Speech, Improved Initiative, Iron Will, Multiattack, Power Attack, Quicken Spell-like Ability (*acidball*), Quicken Spell-like Ability (*major image*), Quicken Spell-like Ability (*suggestion*), Vile Natural Attack, Violate Spell-like Ability

Epic Feats: Blinding Speed, Spellcasting Harrier, Superior Initiative

Climate/Terrain: Stygia, Fifth of the Nine Hells of Perdition

Organization: Solitary (unique), in chariot with 2 ultrezekira, or Grand Pilgrimage (Dulahad, 4-10 barregons, and 10-50 wraiths and zombies).

Challenge Rating: 30

Treasure: Standard

Alignment: Lawful Evil

Dulahad is responsible for keeping all portals properly manned and diligently watched, as befits his position as Gate Master of the Styx. However, his existence is tortured by the might he has gained. His metamorphosis is nearly complete, and his entire body shakes with power. Determined not to succumb to the voices in his head whispering of immortality and divinity, he carries on his vigil over the Styx with a doggedness that would do him credit, were he not completely insane.

Dulahad has sworn himself in the service of the Styx, which he worships as a deity. He is convinced that the Styx is the source of his power, and he is its chosen champion. As such, he offers all of his foes to the Styx, from which they typically rise as wraiths and zombies. These "Styxslain" patrol the shores of the mighty river, slaying any non-devils they come upon. Dulahad considers them the children of his god, and he their caretaker. The destruction of any of them results

in a frenzied investigation for their murderers, a horrible fate awaiting those caught by the mad devil. Dulahad also requires a pilgrimage from every barregon each century. During this, the barregon must physically travel 666 miles of the Styx, offering a sacrifice every mile. Sacrifices include anything from a trapped soul, to large amounts of mortal flesh (living or otherwise). Needless to say, a barregon about to begin a pilgrimage is a foe to be avoided at all costs.

Dulahad's duty to the Strategic Branch of the Navy brings him in constant contact with Ariyan and with Dagos. To Hell at large, Dulahad is Ariyan's loyal lieutenant, although an often absent one. However, the truth is as his direct superior, Ariyan was unwittingly the cause for his transformation. Her bitterness at her own curse caused her to be overlong with promoting those deserving. Rather than allow Dulahad to be turned into a cornugon when his tenure and service merited it, she had him transferred to other departments in her command. Once his mutation began, however, the tables turned. He informed Ariyan in no uncertain terms that her fate would be eternal destruction should she try to interfere in his dealings. He would carry out his duties on his own terms, in his own way. Unable to resist his newfound power, Ariyan capitulated, albeit reluctantly. Today the two hold a tense alliance with each other and maintain the illusion that the pit fiend is still completely in control. So far, Dulahad remains ignorant of the fact that Dagos has long since grown suspicious and is beginning to investigate.

Dulahad travels in a chariot pulled by two ultreze-kira. He wears a hooded robe that covers his entire body from head to toe, and allows him to hide his appearance. He rules the barregons unseen, punishing those who are lax in their duties with destruction. He is a legend among them; their motivation to stay alert in their guardianship. When he speaks, it is in an unnerving whisper that echoes telepathically in one's head.

Combat

Dulahad opens combats with a quickened *acidball* and a *forcecage*. He then uses a quickened *major image* and his summoning powers to create an army of allies. His illusionary forces generally make use of spell-like abilities, while the true reinforcements are ordered into melee. Through it all, Dulahad attempts to avoid melee, but if confronted, he will make quick use of his amnesia touch to eliminate the threat. He generally stays to the fringes of combat, using spell-like abilities such as *dispel magic*, *hold monster*, and *wrack* to hinder his foes. As his summoned and illusionary forces are downed, he replaces them with more. Dulahad attempts to retreat if he is reduced to half of his hit points or less, but he carries a long grudge and will continue to harass those who defeat him. Those defeated by Dulahad are thrown into the Styx, whether they were beaten through death, subdual, or surrender.

Amnesia Touch (Su): Dulahad is the master of manipulating the foul energies of the River Styx. 9/day,

he can channel his *feeblemind* power through his infernal touch as a free action. The victim must succeed a Will save DC 40 or succumb to the effects of *feeblemind* as the spell as though cast by a 45th level sorcerer.

Fatigue Touch (Su): Dulahad's touch causes fatigue in those that fail a Fortitude saving throw DC 40. The save DC is Charisma-based.

Fear Aura (Su): Dulahad can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 40 Will save or be affected as though by a *fear* spell as cast by a 45th level sorcerer. A creature that successfully saves cannot be affected again by Dulahad's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Immunities (Ex): Dulahad is immune to fire, poison, polymorph or other form altering attacks, and mind affecting effects.

Metamorphosis: Dulahad has reached the maximum stage of barregon metamorphosis. He is due for transformation into a malefircareim.

Regeneration (Ex): Dulahad takes normal damage from good-aligned silver weapons and from spells or effects with the good descriptor.

Sealed Mind (Ex): As the supreme guardian of the River Styx, Dulahad possesses an innate immunity to the river's memory sapping powers. He is immune to any effect that would damage, drain, or otherwise harm his Intelligence, Wisdom, or Charisma scores.

Spell-like Abilities (Sp): At will - *acidball* (as *fireball*), *analyze portal*, *animate dead*, *charm person*, *desecrate*, *detect good*, *detect magic*, *dimensional anchor*, *dispel magic*, *feeblemind*, *forcecage*, *greater invisibility*, *greater teleport* (self plus 50 pounds only), *hold monster*, *knock*, *magic circle against good*, *major image*, *polymorph*, *send*, *suggestion*, *trap the soul*, *wrack*; 3/day - *imprisonment*, *improved portal alarm*, *mass hold monster*, *plane shift*, *seal portal*. Caster level 45th; DC 18 + spell level.

Summon Devils (Sp): Thrice per day, Dulahad can automatically summon 6d8 lemures, 2d6 squamugons, 1d8 hamatulas or 6 barregons. These devils may have twice their standard HD.

Foulblaze the Lowly

Spinagon

Small Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 15d8+30 (97 hp)

Initiative: +12 (+8 Dexterity, +4 Improved Initiative)

Speed: Fly 120 ft. (average)

Armor Class: 24 (+8 Dexterity, +5 natural, +1 size), touch 19, flat-footed 16

Base Attack/Grapple: +15/+11

Attack: Talon +23 melee (1d6 + 1d6 fire and blaze) or spike +23 melee (1d6 + 1d6 fire and blaze)

Full Attack: 2 talons +23 melee (1d6 + 1d6 fire and blaze) or 2 spikes +23 melee (1d6 + 1d6 fire and blaze)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Blaze, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 5/good or silver, darkvision 60 ft., immunity to fire and poison, resistance to

Dungeons & Dragons

acid 10 and cold 10, see in darkness, spell resistance 21, spike generation, telepathy 100 ft.

Saves: Fort +11, Ref +19, Will +11

Abilities: Str 10, Dex 26, Con 14, Int 13, Wis 14, Cha 15

Skills: Bluff +20, Diplomacy +22, Gather Information +20, Hide +30, Intimidate +4, Listen +20, Move Silently +26, Search +19, Spot +26, Survival +2 (+4 tracking), Use Magic Device +20

Feats: Combat Expertise, Flyby Attack, Improved Initiative, Lightning Reflexes, Quicken Spell-like Ability (*greater teleport*), Weapon Finesse

Climate/Terrain: Nine Hells of Perdition.

Organization: Solitary (unique)

Challenge Rating: 9

Treasure: Standard

Alignment: Lawful Evil

Foulblaze the Lowly serves as Merorem the Darkwind's scribe. For a thousand years he has faithfully recorded the histories of the world, both before and after the Darkwind had tampered with the time stream. His duty is to report any issues with the new flow of time to his master immediately, so that the attentions of greater cosmic entities of Time will not be drawn. Foulblaze carries out his duties most seriously, knowing that to fail them will mean a long and painful demise. He has seen his master cast people into partial temporal loops, forcing them to relive the most painful moments of their lives a billion times over. Such a fate is to be avoided at all costs.

In his true form, Foulblaze appears as a standard spinagon three feet tall, with the coloration of a shimmering starry sky. He speaks in a rapid manner, and appears anxious to conclude any business at hand as quickly as possible. When matters call for a more impressive appearance, Foulblaze uses his illusionary magic to affect the appearance of an elderly tiefling with two small horns on his forehead and a pointed gray beard. No matter what his form, the symbol of Merorem always is present on the back of his right hand.

Combat

Foulblaze does not engage in combat unless he cannot escape through *teleport*, or ordered to by Merorem (a rare occurrence to be sure). His position is one of observation, not combat. However, should it become unavoidable, Foulblaze uses his Combat Expertise to the maximum, goes on full defense, summons reinforcements, and uses *minor image* to create other false threats. He is completely and unashamedly a coward once a fight begins. He keeps out of danger as much as possible, using *stinking cloud* and his spikes to remain safe. He will make use of scrolls and wands as well, focusing them expertly on weak targets (enchantments on melee types, transmutations and evocations on spellcasters). If possible, Foulblaze uses *change self* to assume the appearance of an innocent bystander, and escapes while his minions buy him time with their lives.

Blaze (Su): Foulblaze is constantly wreathed in tiny flickering flames. Any creature struck by his talons or

spikes must make a Fortitude save DC 19 or catch on fire, taking 1d6 points of fire damage per round until extinguished. Rolling on the ground grants one a +2 circumstance bonus on the save. Holy water immediately quenches the flames. The save is Constitution based.

Spell-like Abilities: At will - *change self*, *greater teleport* (self plus 50 pounds only), *produce flame*, *stinking cloud*, *suggestion*; 3/day - *hold person*, *minor image*. Caster level 15th; save DC 12 + spell level.

Spike Generation (Ex): Foulblaze can launch 2 barbed spikes from his body each round as standard action. The spikes re-grow within a round, giving him unlimited ammunition.

Summon Devils (Sp): Thrice per day, Foulblaze can attempt to summon 1d6 spinagons with an 80% chance of success. These devils may have twice their standard HD.

Possessions: Foulblaze wears a tiny emerald cloak with three pockets on the inside. This functions as a *Heward's handy haversack*. Foulblaze usually has at least 1 6th level scroll and 4 5th level scrolls on him at all times. He also carries a *wand of lightning bolt* (caster level 10th) with at least 20 or more charges remaining.

Gathgorian, Supreme Command Sergeant Major of the Pits

Cornugon

Huge Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 45d8+405 (607 hp)

Initiative: +16 (+8 Dexterity, +8 Superior Initiative)

Speed: 30 ft., fly 50 ft. (average)

Armor Class: 51 (+5 armor, +5 deflection, +8 Dexterity, +25 natural, -2 size), touch 21, flat-footed 43

Base Attack/Grapple: +45/+70

Attack: *Soul Lasher* +65 melee (3d6+30 plus 1 Constitution and stun 19-20/x2) or claw +60 melee (3d6+17)

Full Attack*: *Soul Lasher* +65/+60/+55/+50 melee (3d6+30 plus 1 Constitution and stun 19-20/x2) or 2 claws +60 melee (3d6+17) and bite +58 melee (3d8+8) and tail +58 melee (3d6+8 and infernal wound)

* Gathgorian can make bite and tail attacks in addition to attacks with *Soul Lasher* as a full attack

Space/Reach: 15 ft./15 ft. (30 ft. with spiked chain)

Special Attacks: Fear aura, infernal wound, spell-like abilities, stun, *summon devils*

Special Qualities: Damage reduction 20/epic, good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 25 and cold 25, regeneration 15, see in darkness, spell resistance 44, telepathy 400 ft..

Saves: Fort +33, Ref +32, Will +30

Abilities: Str 45, Dex 27, Con 29, Int 20, Wis 22, Cha 26

Skills: Bluff +56, Climb +65, Concentration +57, Diplomacy +20, Disguise +8 (+14 acting), Hide +48, Intimidate +56, Knowledge (tactics) +53, Listen +54, Move Silently +56, Search +53, Sense Motive +54, Spot +54, Survival +54 (+60 tracking), Swim +65

Feats: Awesome Blow, Cleave, Combat Expertise, Combat Reflexes, Great Cleave, Improved Bullrush, Improved Critical (spiked chain), Improved Initiative, Improved Sunder, Improved Trip, Multiattack, Power Attack, Vio-

Chapter 5: Demons of Hell

late Spell-like Ability

Epic Feats: Blinding Speed, Dire Charge, Superior Initiative
Climate/Terrain: Avernus, First of the Nine Hells of Perdition.

Organization: Solitary (unique)

Challenge Rating: 32

Treasure: Double Standard

Alignment: Lawful Evil

Gathgorian is the brutal Supreme Command Sergeant Major of the Infernal Denomination of Strategy. As the highest ranked non-commissioned officer in the Legions, he directly advises Marshal Dagos on all matters military. He has held his position as long as there has been a Dark Ministry, appointed by the first Dagos. His no nonsense attitude and overly pragmatic nature have been the cause of his continued success. He is neither subservient nor rebellious in his dealings with the Marshal as he merely advises as he sees fit.

Gathgorian is completely aware of the maximum capability of every single combat unit in the Legions of Hell, and he demands that that capability is met. He accepts no excuse, brooks no insult, and allows no failure. He is quick to recognize devils that have proven themselves worthy of a higher station, and also ruthless in his demotion of those who continually show themselves unfit. Gathgorian is blunt and straight to the point, even when dealing with Infernal nobility. He approaches politics in the same manner as he does war, which is the main reason the Marshal keeps him on the lines of battle so often. Of course, this suits Gathgorian just fine. He is most happy when he is crushing the skull of a filthy demon between his powerful hands.

Gathgorian is a fifteen foot tall muscular cornugon with red and purple colored scales. His voice is a rough sounding rasp, capable of roaring commands over the din of combat. His eyes are like miniature red suns and his gaze is as unnerving as it is penetrating; many have looked into his flaming red orbs to see their doom written there.

Combat

Gathgorian opens combats with a dire charge if possible or a violated *lightning bolt* if not. He engages in melee as quickly as possible, making use of his fear aura to break up foe formations. He is not above detonating *fireballs* on himself if enemies press in around him. He also will frequently launch *fireballs* at groups of weak bystanders or combatants, and cast *animate dead* on them the following round. He understands the value of his spell-like abilities and employs them to their greatest possible effect; however his preferred tactic is to use his vicious *Soul Lasher*.

When he is fighting alone, he generally uses his vile chain to rend his foes asunder, but when at the head of an army, he moves through the ranks of lesser soldiers, tripping them and sundering their weapons to make them easier targets for his own troops.

Gathgorian summons reinforcements immediately if combat does not go as he has anticipated or if he is

faced with an overwhelming force. He almost always summons more cornugons, although if faced with a large force composed of weak beings, he will bring hordes of hamatula to wreak havoc instead. Gathgorian does not retreat unless faced with an obvious losing battle or he is reduced to one sixth of his hit points or less. He is a proud warrior, and dislikes losing face.

Fear Aura (Su): Gathgorian can radiate a 10-foot radius fear aura as a free action. A creature in the area must succeed on a DC 40 Will save or be affected as though by a *fear* spell as cast by a 45th level sorcerer. A creature that successfully saves cannot be affected again by Gathgorian's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Infernal Wound (Su): The damage dealt by Gathgorian's tail attack causes a persistent wound. The injured creature loses 3 hp per round, and the wound does not heal naturally. The loss can be stopped by a DC 41 heal check, or by a cure or heal spell. However, the caster of the healing spell must succeed at a caster level check DC 41 or the spell is lost with no effect. A successful heal check stops the bleeding and restores any lost hit points due to the wound.

Spell-like Abilities: At will- *animate dead*, *charm person*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel chaos*, *dispel good*, *fireball*, *greater teleport* (self plus 50 pounds), *lightning bolt*, *magic circle against good*, *persistent image*, *produce flame*, *pyrotechnics*, *suggestion*, *wall of fire*. Caster level 45th; DC 18 + spell level.

Stun (Su): Creatures struck with Gathgorian's spiked chain whip must succeed at a Fortitude save DC 54 or be stunned for 1d4 rounds.

Summon Devils (Sp): Thrice per day, Gathgorian can automatically summon 6d8 lemures, 2d6 barbazu or hamatula, or 6 cornugons. These devils may have twice their standard HD.

Regeneration (Ex): Gathgorian takes normal damage from good aligned silver weapons and from spells and effects with the good descriptor.

Possessions: Gathgorian fights with *Soul Lasher*, a specially crafted +5 *spiked chain whip*, forged from links of adamantine, mithral, silver, and cold iron. It penetrates damage reduction as if it were any of those types of material. The chain also possesses the ghost touch and wounding special abilities, and adds its enhancement bonus to the DC of Gathgorian's Stun attack. Gathgorian also wears two gauntlets that function as both *bracers of armor* +5 and a *ring of protection* +5. The gauntlets are also enchanted to shatter weapons, any weapon that successfully strikes Gathgorian in melee must make a fortitude save DC 35 or be sundered.

Gazra, Governor of Abriymoch

Pit Fiend (8th Circle General of the Legions of Hell)

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Rogue 10/Guardian Paramount 7

Hit Dice: 30d8 + 17d6 + 376 (570 hp)

Initiative: +16

Courtiers of Perdition

Speed: 40 ft., fly 60 ft. (average)
Armor Class: 46 (+6 armor, +8 Dexterity, +23 natural, -1 size), touch 17, flat-footed 40
Base Attack/Grapple: +39/+58
Attack: Rod of tyranny +62 melee (2d6+24); or claw +53 melee (2d8+15)
Full Attack: Rod of tyranny +62/+57/+52/+47 melee (2d6+24) and 2 wings +51 melee (3d6+7) and bite +51 melee (4d6+7 plus poison and disease) and tail slap +51 melee (2d8+7); or 2 claws +53 melee (2d8+15) and 2 wings and bite and tail slap
Space/Reach: 10 ft. /10 ft.
Special Attacks: Constrict, fear aura, improved grab, sneak attack +5d6, spell-like abilities, *summon devils*
Special Qualities: Adjust probability, damage reduction 15/epic good and silver, darkvision 60 ft., evasive preceptor, immunity to fire and poison, improved evasion, improved uncanny dodge, protective aura, resistance to acid 15 and cold 15, regeneration 8, see in darkness, spell resistance 46, telepathy 100 ft., trap finding, trap sense +3, uncanny dodge, uncanny dodge enabler
Saves: Fort +34, Ref +36, Will +40
Abilities: Str 40, Dex 27, Con 27, Int 26, Wis 32, Cha 31
Skills: Balance +10, Bluff +62, Climb +36, Concentration +29, Decipher Script +21, Diplomacy +60, Disguise +31 (+37 acting), Gather Information +41, Hide +48, Intimidate +62, Jump +38, Knowledge (arcana) +41, Knowledge (local) +31, Knowledge (nature) +18, Knowledge (nobility) +18, Knowledge (the planes) +45, Knowledge (religion) +35, Listen +61, Move Silently +42, Perform (oratory) +20, Search +44, Sense Motive +60, Sleight of Hand +23, Spellcraft +39 (+41 with scrolls), Spot +55, Survival +35 (+39 on another plane, +39 tracking), Tumble +31, Use Magical Device +24 (+28 with scrolls)
Feats: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Improved Combat Expertise, Improved Initiative, Investigator, Leadership, Lightning Reflexes, Mage Slayer, Multiattack, Pierce Magical Concealment, Power Attack, Track
Epic Feats: Blinding Speed, Epic Combat Expertise, Epic Leadership, Epic Reputation, Superior Initiative
Climate/Terrain: Abriymoch, Phlegethos, Fourth of the Nine Hells of Perdition
Organization: Solitary (unique), or pair (Gazra and Fierana), or troupe (9 pit fiends, 27 cornugons, 81 hamatula)
Challenge Rating: 34
Treasure: Rod of tyranny and other possessions

Gazra is one of the most powerful pit fiends not directly associated with the Courtiers of Perdition. Technically serving under Dark Minister Zimimar, Gazra is far more closely intertwined with the politics of Phlegethos. Indeed, of his many responsibilities, including governing Abriymoch and overseeing the security of Hell's first four Perditions, Gazra takes his role as Lady Fierana's bodyguard and lover the most seriously. Indeed, Gazra is totally committed to the Grand Duchess of Phlegethos, although he takes severe pains to disguise his perverse affection - he is in love with her - from all, including Fierana herself.

Gazra has served as the Security Master for the Four Lower Perditions for over a thousand years and controls the most hamatulas in Hell beyond the infiltrators of the *Blood War*. However, he only recently (the past century) assumed the status of governor of Abriymoch and,

consequently, stewardship over the Lake of Fire. These new appointments all came at the personal behest of Lady Fierana and, at least publicly, have the support of Arch Duke Belial. To date, Gazra has done a superlative job with his expanded duties. His security forces have uncovered plots against the Lords of the Fourth, incursions into Phlegethos, and even an attempt from a few barregons to bathe within the Lake of Fire.

However, Gazra is far more interested in politics than he is in continuing with the Legions of Hell. His canny ability to use his resources to blackmail and cajole even Dukes of Hell has earned him regular invitations to the Court of Phlegethos. He has even been in the Gatherings of Perdition in Nessus a number of times. Although most suspect that Gazra's interests are to solely perpetuate his own power, in truth he is also interested in seeing the rise of his secret love, Fierana.

Everything Gazra has done to for the past millennium has revolved around putting him in a position to see Fierana's rise to power. Every Duke he has crossed, every rival pit fiend he has cowed, every spy in his employ, every action Gazra has taken is dedicated to increasing Fierana's authority. Gazra is well aware of the game he is playing. Should his perverted affections be discovered, his successes would wither into smoke and he would likely suffer at best an immediate demotion if not annihilation. Somehow, though, Gazra has concealed not only his goals but his love.

Gazra has a cool relationship with his true master, Zimimar. Both fiends are well aware of Gazra's status in Hell and Zimimar reluctantly accepts that she can only expect so much from the Governor of Abriymoch as it relates to military service; Gazra, for his part, has done everything to reveal his lack of interest in performing additional duties for the Legions of Hell. Still, Gazra is wise enough to know when he has to make concessions. The Governor of Abriymoch is universally hated by most of the Dukes of Phlegethos, particularly those of fiendish origins as they have suffered severely from his blackmail and extortion. However, they all know that he is a favorite of Fierana and leave him be for now. Fierana is delighted with Gazra. While she has no idea as to the depths of his affection, she does know that he is almost stupidly loyal to her and manipulates his emotions. Fierana has expertly created a great rift between her father and Gazra, hoping that one day the Governor will dash all caution aside and join her in a bid to cast Belial down. Belial is well aware of Gazra's contempt, but could not care less. So far as Belial is concerned, Gazra is a lowly pit fiend, a mere play thing of his daughter and, when she grows tired of him, he will be crushed. For the time being, Belial allows Gazra great lee-way within Phlegethos because it suits his purposes (chief among those, keeping the Dukes of Phlegethos in check).

Gazra appears as a fiery, red pit fiend in black leather armor covered in silver spikes. He usually wears a great black cloak and always carries his rod of tyranny. He speaks slowly and with great care, never jumps to conclusions, and is an excellent judge of char-

acter...except where Fierana is concerned.

Combat

If engaged in combat by himself or with normal devils, Gazra casts *greater invisibility* and *unhol aura* on his person before moving in for sneak attacks on his foes. He reserves his usage of adjust probability for successful attacks against his own person rather than benefiting any of his troops. He likes to single out and close with mages, who are especially vulnerable to his attacks of opportunity.

If attacked while with Fierana, his first action is to use his protective aura on her. He remains by her side as best he can, using his Epic Combat Expertise to increase her own armor class as much as possible. His evasive preceptor is largely useless to defend her, as she already possesses improved evasion, but he will have already activated his uncanny dodge enabler on her person. As Fierana likes to dance around the battlefield, Gazra is often hard pressed to keep up with her.

Due to his lower than normal caster level for his spell-like abilities, he rarely uses them offensively on foes with spell resistance. Against mortal enemies, however, he is not at all above detonating *fireballs* on his own person to clear away those who get too close.

Adjust Probability: Twice per day (or at will if in Phlegethos) Gazra may force a creature within 25 feet of him (enemy or ally) to reroll an attack roll, check or saving throw as an immediate action. He may only use this ability once per round, regardless of his location. The second result is used regardless of whether or not it is better than that original.

Call Back (Sp): Once per day, Gazra may restore life to a creature that he used any of his guardian paramount special abilities on within the past twenty four hours. This functions as *true resurrection*; 12th caster level.

Constrict (Ex): Gazra deals 2d8 + 30 points of damage with a successful grapple check.

Disease (Su): A creature struck by Gazra's bite attack must succeed at a DC 32 Fortitude save or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of Strength).

Evasive Preceptor (Ex): Gazra can extend his own improved evasion special ability to any creature within 5 feet of him. The effect lasts for 24 hours, but only functions as long as the creature is within 5 feet. Gazra may use this ability twice per day, or at will if within Phlegethos.

Fear Aura (Su): Gazra can radiate a 20-foot-radius fear aura as a free action. Creatures in the area must succeed on a DC 36 Will save or be affected as though by a fear spell (caster level 30th). A creature that successfully saves cannot be affected again by his aura for 24 hours. Other devils are immune to the aura.

Improved Evasion: Gazra takes half damage on a failed reflex saving throw, and none on a successful save.

Improved Grab (Ex): To use this ability, Gazra

must hit a Medium or smaller opponent with his tail slap attack. If he gets a hold, he can constrict.

Improved Uncanny Dodge: Gazra can only be flanked by a rogue of 29th level or higher, and does not lose his Dexterity bonus to armor class when flat-footed.

Poison (Ex): Injury; Fortitude DC 32; initial damage 1d8 Constitution, secondary damage death.

Protective Aura (Sp): Twice per day, (or at will if within Phlegethos) Gazra may use a special form of *shield other*. The protective aura transfers the absorbed damage to Gazra as non-lethal damage.

Regeneration (Ex): Gazra takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Spell-Like Abilities (Sp): At will – *animate dead*, *blasphemy*, *charm person*, *create undead*, *desecrate*, *detect good*, *detect magic*, *greater dispel magic*, *greater invisibility*, *greater teleport* (*self plus 50 pounds only*), *magic circle against good*, *major image*, *mass hold monster*, *power word stun*, *produce flame*, *polymorph*, *pyrotechnics*, *suggestion*, *unhol aura*, *unhallow*, and *wall of fire*; 1/day – *meteor swarm* and *symbol of pain*; 1/year – *wish*. Caster level 22nd; DC 21 + spell level.

Summon Devils (Sp): Thrice per day, Gazra can automatically summon two lemures, osyluths, or hamatulas; or one erinyes, cornugon, or gelugon.

Uncanny Dodge Enabler: Gazra can extend his own improved uncanny dodge and trap sense abilities to any creature within 5 feet of him. Gazra can use this ability five times per day, or at will if within Phlegethos. It is otherwise identical to his Evasive Preceptor ability.

Possessions: Gazra wields his *rod of tyranny* in combat. He is also armored with a +5 *ring of protection*, a +2 *cloak of resistance* and a *ring of mind shielding*. Gazra also wears a suit of specially crafted black leather armor, made from the burnt skins of newborn humanoid babies; legend has it that the souls of those babes that died to make the armor are still tied to the armor, and are tormented in that they can never find surcease. There must be some truth in this, for Amdu-sias of Malbolge has been quite vocal in his intentions to rend both armor and Gazra if ever he gets the opportunity. In any case, the armor functions as +4 *spiked leather armor of minor fortification* with no maximum dexterity bonus or armor check penalty. As Governor of Abriymoch, Gazra can acquire practically any non-epic magic item he desires.

Cohort: Gazra and Fierana's son Saganth attends to his father's needs, whatever they may be. He largely resembles his mother, with flaming hair and humanoid features, but his powerful lower jaw and fangs are a clear feature from his paternal side. Red and black scales are scattered across his body. Treat Saganth as a pit fiend with the nephilim template and 8 levels of war-mage.

Helich the Mighty

Imp

Tiny Outsider (Evil, Extraplanar, Lawful)

Duke of the Devils

Hit Dice: 9d8+18 (100 hp)
Initiative: +11 (+7 Dex, +4 Improved Initiative)
Speed: 20 ft., fly 50 ft. (perfect)
Armor Class: 36 (+3 deflection, +7 Dex, +2 luck, +12 natural, +2 size), touch 24, flat-footed 29
Base Attack/Grapple: +13/+6
Attack: *Staff of power* +18 melees (1d3+3) or sting +21 melees (1d4+1 and poison)
Full Attack: *Staff of power* +18/+13/+8 melees (1d3+3) and sting +16 melees (1d4+1 and poison)
Space/ Reach: 2 1/2 ft./0 ft.
Special Attacks: High Arcana, poison, spell-like abilities, spells
Special Qualities: Alternate form, darkvision 60 ft., damage reduction 5/good or silver, familiar, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, spell resistance 30.
Saves: Fort +16, Ref +20, Will +23
Abilities: Str 13, Dex 23, Con 14, Int 20, Wis 15, Cha 16
Skills: Bluff +15, Concentration +30, Craft (Alchemy) +33, Decipher Script +33, Diplomacy +17, Gather Information +15, Hide +18, Knowledge (arcana) +33, Knowledge (history) +33, Knowledge (the planes) +33, Knowledge (religion) +33, Listen +14, Move Silently +18, Profession (scribe) +33, Sense Motive +14, Spellcraft +37, Spot +14
Feats: Flyby Attack, Heighten Spell, Improved Initiative, Weapon Finesse
Climate/Terrain: Dis, Second of the Nine Hells of Perdition
Organization: Solitary
Challenge Rating: 18
Treasure: Possessions
Alignment: Lawful Evil

Helich the Mighty is a textbook case of why even slight dealings with the powers of Hell can be disastrous. Once a mere familiar to the Magistrate Tilbonis, he betrayed his master, trapped his soul, and currently siphons off his arcane energies to further his own hellish pursuits.

Helich appears as a normal imp of dull green coloration, although he tends to use minor illusionary magic to enhance his appearance, giving the impression that powerful arcana suffuses his very being. Most times he will take his half fiendish form, which plays up his diabolical nature to the hilt. Two small horns on his forehead, a red goatee and black eyes that glow when he gets excited complete this appearance of evil. Although extremely pompous when dealing with mortals, Helich is shockingly subservient and humble when in the presence of a Devil. Few in Hell know that Helich often misrepresents himself as a Duke of Hell when dealing with those of the Prime. Certainly, the penalty for such would be destruction, but so far he has escaped any consequences.

Combat

Helich immediately casts *invisibility* on himself in combat, usually followed by a *greater teleport*. He avoids direct conflicts for which he has not prepared with all possible means. If he has prepared for combat, he typically has a set plan that is calculated to maximize the weaknesses of his foes and bring them down as

quickly as possible.

Barring the possibility of escape, Helich uses his arcane fire and *staff of power* to visit death upon his foes. His sharp mind has mastered the best possible use for his spells, and he targets those most likely to be affected by which ever piece of arcana he is employing. He favors paralyzing spells that allow him to gloat over the fate of those who underestimated him, and summoning spells that allow others to be the targets of his foes.

Alternate Form (Su): Helich may assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on himself, except that Helich does not regain hit points for changing form, and he can only assume the forms of a wizened goblin, a wingless half fiendish human, a rat, a raven and a small elven girl.

Familiar: Helich is technically still a familiar, and gains the benefits due one of his former master. This includes his hp, base attack, base saves, and skill ranks as well as using 25HD instead of 9 for calculating effects based on HD.

High Arcana: Helich can make use of his former master's high arcana. This includes arcane fire, arcane reach 60 ft., mastery of elements, and mastery of shaping.

Poison (Ex): Initial damage 1d4 dexterity, secondary damage 2d4 dexterity. DC 26 negates. (Save includes a +2 racial bonus)

Spell-like Abilities: At will- *detect good, detect magic, invisibility*; 3/day- *greater teleport*; 1/day- *suggestion*; 1/week- *commune* (6 questions). Caster level 9th; DC 13 + spell level.

Spells: 4/6/5/5/9/9/3/2/3/3/1 Caster level 25th; DC 15 + spell level.

Helich has access to his former master's spell books which contain all spells of 7th level and lower. His higher level spell books include *dimensional lock, prismatic wall, trap the soul, binding, polar ray, clone, temporal stasis, imprisonment, dominate monster, power word kill, soul bind* and *summon monster IX* from the *Player's Handbook*, and *bestow greater curse, evil weather, plague of nightmares, mindrape, and steal life* from the *Book of Vile Darkness*.

Example wizard spells prepared: 0 - *mage hand, message, prestidigitation, read magic*; 1st - *comprehend languages, disguise self, obscuring mist, shield, sleep, summon monster I*; 2nd - *blindness/deafness, darkness, detect thoughts, mirror image, protection from arrows*; 3rd - *blink, dispel magic, haste, nondetection, tongues*; 4th - *bestow curse, charm monster, confusion, enervation, fear, greater invisibility, lesser geas, phantasmal killer, summon monster IV*; 5th - *baleful polymorph, cloudkill, dominate person, feebblemind, mind fog, passwall, prying eyes, sending, telekinesis*; 6th - *disintegrate, greater dispel magic, mislead*; 7th - *project image, spell turning*; 8th - *dimensional lock, prismatic wall, trap the soul*; 9th - *dominate monster, power word kill, summon monster IX*; 10th - *mindrape* (heightened).

Possessions: Helich has access to his master's magical items, and typically wears a *ring of wizardry IV* and

V(one ring), a *cloak of resistance +4*, and a *ring of protection +3*. He wields a *staff of power* as well as a *greater metamagic rod of quickening*. If encountered outside of Hell, he typically has at least three wands and 27 spell levels worth of scrolls.

Hepharion, Master Smith of Hell

Hierrmagon (Sergeant Major of the Infernal Vanguard)

Huge Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 36d8+360 (522 hp)

Initiative: +4

Speed: 40 ft.

Armor Class: 38 (+10 armor, +4 Dexterity, +16 natural, -2 size), touch 12, flat-footed 34

Base Attack/Grapple: +36/+59

Attack: *Flames of Phlegethos* +54 melee (3d6 + 20 + 1d6 (hellfire) x3 +1d10 (hellfire)) or *Discretion of Minauros* +43 ranged (3d6+20 x3)

Full Attack: *Flames of Phlegethos* +54/+49/+44/+39 (3d6 + 20 + 1d6 (hellfire) x3 +1d10 (hellfire)) and 3 warhammers +54/+49/+44 (3d6+12 x3 plus special*) * Special: *Vengeance of Avernus* has the *demon bane* and *Order of Dis* has the *axiomatic* enchantments upon them)

Space/Reach: 15 ft./15 ft.

Special Attacks: Spell-like abilities, *summon devils*

Special Qualities: Damage reduction 15/good and silver, darkvision 60 ft., eldritch smithing, immunity to fire and poison, quick creation, resistance to acid 15 and cold 15, see in darkness, spell resistance 33, telepathy 300 ft.

Saves: Fort +35, Ref +29, Will +28

Abilities: Str 40, Dex 19, Con 30, Int 22, Wis 16, Cha 21

Skills: Appraise +45 (+49 when dealing with metals), Bluff +44, Climb +54, Concentration +49, Craft (armorsmithing) +62, Craft (weaponsmithing) +62, Diplomacy +44, Disable Device +45, Jump +58, Listen +42, Knowledge (Metallurgy) +45, Sense Motive +42, Spellcraft +45, Spot +42

Feats: Craft Magic Arms and Armor, Craft Wondrous Item, Greater Multiweapon Fighting, Improved Multiweapon Fighting, Leadership, Multiweapon Fighting, Skill Focus {Craft (armorsmithing)}, Skill Focus {Craft (weaponsmithing)}

Epic Feats: Craft Epic Arms and Armor, Craft Epic Wondrous Item, Efficient Item Creation (Arms and Armor), Epic Skill Focus {Craft (armorsmithing)}, Epic Skill Focus {Craft (weaponsmithing)}

Climate/Terrain: Avernus, First of the Nine Hells of Perdition

Organization: Solitary (unique) or with bodyguard (Malkadrac, unique cornugon)

Challenge Rating: 21

Treasure: Double Standard

Alignment: Lawful Evil

Hepharion is among the greatest of the hierrmagons. He is the most skilled of their race, and has crafted the personal arms of many Dukes and even those for a few Lords of the Nine. He resides in Avernus, where his talents and those of his underlings are needed the most, as they churn out thousands of weapons an hour for Bael's Infernal Vanguard. Hepharion is obeyed without question by the hierrmagons. His word is absolute law. No one but Duke Malphas or Lord Bael is allowed to

gainsay his orders to them, save perhaps a Lord of the Nine. Asmodeus himself has decreed thus. This prevents their valuable work from being interrupted or disturbed by the politics that pervade the rest of Hell.

Hepharion works directly for Duke Malphas, and has the status of his most favored vassal. His passion for creating weapons of destruction and war is matched only by his talent. Despite holding the title of baron, he sees little time in the courts of Avernus, due to his responsibilities in the forges. Although some question his decision not to accept a promotion to Duke, the truth of the matter is that he has never been offered such. His true allegiance is ultimately to the war machine of Hell itself, and he is content with his position as Master Smith of Hell.

Hepharion stands fully 18 feet tall, and weighs 3000 pounds. Despite his immunity to fire, his body is blistered from the intense heat that he works with day after day, and is colored dull red. He has six horns, which ring his head in a crown like fashion. His massive arms bulge with muscles, hardened from constant work. He is never found without his bodyguard, Malkadrac (21 HD cornugon, 10th level devoted defender).

Combat

Hepharion is rarely involved in combat, but he is a formidable opponent if roused. He usually casts *mass bull strength* on his bodyguard, before using his "buff" spells to aid himself. Following that, he usually summons more devils if there is a large group, or wades in after his bodyguard if there is not. If the fight goes against him, (reduced to half his hp or less) he *teleports* away immediately, and will almost certainly be reporting to Duke Malphas of the transgression. His bodyguard will remain for 1 round after his escape to cover the retreat before *teleporting* away himself.

Spell-like Abilities: At will - *fireball*, *greater teleport*, *keen edge*, *mage armor*, *mass bull strength*, *resist energy*, *resistance*, *scorching ray* (3 rays), *shield*; 3/day - *mage's sword*, *order's wrath*, *summon monster IX*, *unholy blight*; 1/year - *wish**. Caster level 36th; DC 15 + spell level. *Hepharion may only use wish in conjunction with enchanting arms and armor, and never for any other purpose.

Summon Devils (Sp): Thrice per day, Hepharion can automatically summon 2d8 bearded devils, 1d4 hierrmagons, or 1 cornugon. These devils may have twice their standard HD. Malphas has afforded Hepharion the ability to summon a cornugon to better keep his Master Armor safe.

Eldritch Smithing (Su): Hepharion is capable of creating magical items. He has an effective caster level of 36. He can use his spell-like abilities as the prerequisites for special item abilities. However, Hepharion must have the proper access to spells - be it from scrolls or his spell-like abilities - and the appropriate item creation feats in order to create magic items. Gold and XP costs are not reduced for Hepharion.

Quick Creation (Ex): Because of his 4 arms,

Chapter 5: Demons of Hell

Hepharion is capable of producing items at a much faster rate than normal. His Craft checks to determine progress per day are done in silver pieces rather than copper, and his checks per week are done in gold pieces rather than silver. This has no effect on his time spent enchanting weapons.

Possessions: Hepharion possesses 4 huge warhammers, each bearing a separate enchantment. *Flames of Phlegethos* is a +5 hellfire burst warhammer. *Vengeance of Avernus* is a +5 cold iron demon bane warhammer. *Order of Dis* is a +5 lawful adamantine warhammer. *Discretion of Minauros* is a +5 hellforge iron warhammer of throwing, returning and distance. Hepharion also wears an elaborate breastplate with a flowing red cloak attached. This is a +5 mithral breastplate of heavy fortification, and a cloak of resistance +5.

Skills: Hepharion receives a +4 racial bonus on all Craft checks dealing with metal.

Feats: Coupled with his natural abilities, Hepharion's Multiweapon Fighting feats allow him to attack with all of his arms at no penalty.

Jezebel, Head of Glasya's Elite

Erinyes

Medium Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 27d8 + 12d6 (Rogue) + 273 (436 hp)

Initiative: +18 (+10 Dexterity, +8 Superior Initiative)

Speed: 30 ft., fly 50 ft. (good)

Armor Class: 44 (+8 armor, +5 deflection, +10 Dexterity, +11 natural), touch 25, flat-footed 44

Base Attack/Grapple: +33/+41

Attack: *Twisted Passion* +46 melee (1d4+13 and 2d4 negative levels) or *Glasya's Garrote* +48 ranged (entangle)

Full Attack: *Twisted Passion* +46/+41/+36/+31 melee (1d4+13 and 2d4 negative levels) or *Glasya's Garrote* +48 ranged (entangle)

Space/ Reach: 5 ft. /5 ft.

Special Attacks: Entangle, enthral, sneak attack +6d6, spell-like abilities, *summon devils*.

Special Qualities: Damage reduction 15/good and silver, darkvision 60 ft., evasion (improved), fast healing 3, immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 35, telepathy 200 ft., trapfinding, trap sense +4, true seeing, uncanny dodge (improved).

Saves: Fort +28, Ref +31, Will +27

Abilities: Str 27, Dex 30, Con 25, Int 21, Wis 23, Cha 31

Skills: Balance +14, Bluff +52, Concentration +39, Diplomacy +60, Disguise +52 (+56 acting), Escape Artist +50, Gather Information +62, Hide +50, Intimidate +34, Jump +12, Knowledge (Arcana) +35, Listen +48, Move Silently +50, Perform (dance) +26, Sense Motive +40, Spot +40, Tumble +52, Use Rope +10 (+14 with bindings)

Feats: Combat Expertise, Combat Reflexes, Dodge ^B, Greater Spell Focus (Enchantment), Improved Combat Expertise, Improved Initiative, Leadership, Mobility ^B, Quicken Spell-like Ability (*invisibility*), Spell Focus (Enchantment), Spring Attack

Epic Feats: Epic Reputation, Epic Skill Focus (Gather Information), Epic Spell Focus (Enchantment), Fast Healing, Superior Initiative

Climate/Terrain: Dis, Second of the Nine Hells of Perdition

Organization: Solitary (unique), pair (Jezebel and Ahabrex, advanced pit fiend) or harem (with 2d6 18HD erinyes)

Challenge Rating: 23

Treasure: Standard

Alignment: Lawful Evil

The leader of Glasya's Elite, Jezebel is the premier erinyes in Hell. She commands a vast intelligence network in Hell surpassed only by the Legions of Hell, the Order of the Fly, and the Order of Lies. However, upon the Prime, even those dread Orders are not her equal. Her mistress, the Princess of Hell, has determined that the Elite will be the last word in terms of soul trade. And so she has sent out Jezebel and the Elite to make disciples of all nations on the Prime. Masterful seductresses, the Elite's true strength lies in their ability to extract critical information from mortals in addition to their souls. Countless kings, paladins, priests and others have betrayed their beliefs for what they thought was love. And so the Elite's power and prestige grows.

Jezebel stands above the rest of the Elite, a manipulator of words and men equaled by few. Her former mentor, Furcas, is intensely proud of her. Glasya often allows the Minister of Mortal Relations and Jezebel to continue working together on a semi regular basis, as a reward to her favorite servant. Jezebel admires the Duke Caim, whom she also has a friendly rivalry with. His cold and cutting logic contrast her passion and intimacy, and the two enjoy pitting their methods against one another.

Jezebel is a being torn in loyalties. She is a pawn in the game between Glasya and Dispater, and they both know it. She lusts after both of them, and Glasya at least has been known to take advantage of this on several occasions. Their charisma and beauty surpass her own on so many levels, making her as an insect before them, and swept away by their power. She freely offers herself to them both, and has betrayed them to each other so many times she fears for her existence. Neither Dispater nor Glasya are fools however, and they are both aware of her infidelity. They continue to use and make use of her for reasons unknown.

Jezebel appears as an erinyes of unusual beauty, with a curvaceous form and flowing black hair. She stands five feet and ten inches tall, and possesses piercing red eyes. Her skin is pale white, although at times it takes on a reddish tint, especially when she is aroused. She has a smile that simultaneously arouses and intimidates, promising both pleasure and pain. She wears little in Hell, preferring to mimic the sheer outfits worn by her Princess. When on the Prime, she enjoys wearing modest outfits that still draw attention to her feminine charms. Jezebel excels in coming across as the maiden in despair, often appearing naive and unaware of the world around her and her beauty. The foolish find out far too late the reality of the situation.

Combat

Jezebel almost never engages in combat, although

she does not shy from it. If confronted in a situation which she cannot talk or *charm* her way out of, Jezebel summons cornugons and attacks foes from afar, sometimes using *teleport* to move in close for a sneak attack. Should her enchantments appear to be failing, she will activate the *mind fog* function of *Lost Virtue* before continuing her assaults. If truly threatened, she will summon her pit fiend guardian, Ahabrex, to deal with her foes. Jezebel makes frequent use of Combat Expertise and the Tumble skill. Should she be reduced to one half of her hit points or less, Jezebel will retreat to fight another day. Those who accomplish such a feat should be wary since Infernal assassins and infiltrators will likely be paying them a visit soon thereafter.

Entangle (Ex): Jezebel carries a 50 foot cord of razor wire known as *Glasya's Garrote*. This entangles opponents of any size as an *animate rope* spell cast by a 27th level sorcerer, and can be hurled by the Elite's leader up to 30 feet with no range penalty. Entangled opponents take 3d8+5 points of damage every round. This damage is doubled if they struggle in any fashion, such as attempting an Escape Artist check or strength break check. *Glasya's Garrote* has a +5 magical enhancement to attack and damage.

Enthrall (Su): As the Head of Glasya's elite, Jezebel's powers of seduction are far beyond those of her peers. Enchantment (compulsion) spells cast by her last twice as long. Furthermore, any attempts to *dispel* her enchantment magic must succeed at an opposed caster level check against her. 1/year, Jezebel may cast a compulsion spell with a permanent duration.

Spell-like Abilities: At will - *addiction*, *animate dead*, *charm monster*, *darkness*, *desecrate*, *forbidden speech*, *greater teleport*, *invisibility*, *love's pain*, *magic circle against good*, *major image*, *mass charm*, *masochism*, *polymorph self*, *produce flame*, *sadism*, *seething eyebane*, *stupor*, *suggestion*, and *unholy blight*. Caster level 27th; DC 20 + spell level (23 + spell level for enchantment).

Summon Devils (Sp): Thrice per day, Jezebel may summon 6d8 lemures, 1d8 bearded devils, 1d6 erinyes, or 1d4 cornugons. These devils may have twice their standard HD. She may also summon Ahabrex (24 HD pit fiend) or one of Glasya's Elite. Jezebel is afforded this additional summoning power by Princess Glasya.

True Seeing (Su): Jezebel constantly uses *true seeing* as per the spell. (Caster level 27th)

Possessions: Jezebel wears *bracers of armor* +8 and a *ring of protection* +5. She carries *Twisted Passion*, a +5 *souldrinker dagger*. *Twisted Passion* was forged from the soul of a notorious rogue, and surrounds its wielder with a *silence* spell when it is drawn (Caster level 20th). Jezebel also wears an amulet known as *Lost Virtue* that allows her to create around herself at will a *mind fog*, (Caster level 20th, DC 29) which does not affect the wearer.

Kelvzeron, Warden of Cania

Gelugon (4th Circle General of the Legions of Hell)

Huge Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 48d8+480 (696 hp)

Initiative: +16 (+8 Dexterity, +8 Superior Initiative)

Speed: 50 ft.

Armor Class: 49 (+8 armor, +8 Dexterity, +25 natural, -2 size), touch 16, flat-footed 41

Base Attack/Grapple: +48/+72

Attack: *Absolute Zero* +67 melee (3d6 + 29 + 3d6 (cold) and slow and Cainian Wine 19-20/x3 +9d6 (cold)) or claw +62 melee (2d8+16)

Full Attack: *Absolute Zero* +67/+62/+57/+52 melee (3d6 + 29 + 3d6 (cold) and slow and Cainian Wine 19-20/x3 +9d6 (cold)) and bite +60 melee (3d6+8 and disease) and tail +60 melee (4d6+8 and slow) or 2 claws +62 melee (2d8+16) and bite +60 melee (3d6+8 and disease) and tail +60 melee (4d6+8 and slow)

Space/Reach: 15 ft./15 ft.

Special Attacks: Disease, fear aura, slow, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 20/good, epic and silver, darkvision 60 ft., immunity to cold, fire and poison, regeneration 15, resistance to acid 25, see in darkness, spell resistance 46, telepathy 400 ft.

Saves: Fort +36, Ref +34, Will +34

Abilities: Str 43, Dex 26, Con 30, Int 24, Wis 27, Cha 28

Skills: Bluff +60, Climb +67, Concentration +61, Diplomacy +72, Disguise +9 (+15 acting), Gather Information +15, Intimidate +66, Jump +75, Knowledge (Local- Cania) +58, Knowledge (Nature) +64, Listen +59, Move Silently +59, Search +58, Sense motive + 59, Spellcraft +58, Spot +59, Survival +59 (+65 tracking)

Feats: Cleave, Combat Expertise, Combat Reflexes, Improved Combat Expertise, Improved Critical (spear), Improved Disarm, Improved Initiative, Improved Trip, Multiattack, Power Attack, Quicken Spell-like Ability (*greater dispelling*), Quicken Spell-like Ability (*ice storm*), Run, Track

Epic Feats: Dire Charge, Epic Speed, Superior Initiative

Climate/Terrain: Cania, Eighth of the Nine Hells of Perdition.

Organization: Solitary, troupe (20 elite (32HD) gelugons and 100 gelugons) or division (9999 gelugons)

Challenge Rating: 34

Treasure: Standard coins, double goods, standard items

Alignment: Lawful Evil

The Warden of Cania is in charge of 9999 battalions of gelugons that patrol the glaciers of Cania, slaying all beings unauthorized to travel the ice wastes. Kelvzeron's keep, Deathfrost Spire, stands at the Pit of Despair that leads to Nessus, the last barrier before the Ninth Perdition. Kelvzeron holds the highest position in the Legions of Hell of any non-pit fiend among the common devils, and ruthlessly carries out all appointed tasks. Few indeed can penetrate as deep into Perdition as Cania; those few are eradicated and any trace of their existence purged by the chilling forces of the Warden.

Kelvzeron's body is completely white, except for his soulless black eyes. He stands exactly 18 feet in height. When he speaks, the air around his mouth freezes and falls to the ground, shattering as those who would dare oppose him do. A neutral evil white wyrm named Alrondor sometimes accompanies him on his patrols across Cania.

Combat

Kelvzeron begins any combat with a charge if possible. Barring that, he casts *fly* and takes to the sky to harass foes with his spell-like abilities. If ten or more foes fall, he will cast *animate dead* on them, directing the undead to grapple spellcasters if possible. Apart from that, Kelvzeron likes to charge into the center of enemy formations, attacking as many foes as possible, inflicting frigid ravaging, *slow*, and the pain of Canian Wine upon them. Those who do not succumb to his fear aura often find the bitter burn of his cold abilities too much to handle. Kelvzeron does not concern himself primarily with making sure his foes are dead; he prefers to hinder and infect as many as possible. He takes pleasure from the knowledge that between his legacy of pain and the unrelenting cold of Cania, they will eventually perish.

Fear Aura (Su): Kelvzeron can radiate a 15 foot fear aura as a free action. A creature in the area must succeed on a DC 43 Will save or be affected as though by a *fear* spell (caster level 48th). A creature that successfully saves cannot be affected again by Kelvzeron's aura for 24 hours. Other devils are immune to the aura.

Disease (Ex): A creature struck by Kelvzeron's bite attack must succeed on a Fortitude save DC 44 or be infected with a disease known as frigid ravaging (incubation period 1 day, damage 1d6 constitution, 1 point of permanent drain on a failed secondary save).

Slow (Su): A hit from Kelvzeron's tail or spear induces mind numbing cold. The opponent must succeed in a Fort save DC 44 or be affected as though by a *slow* spell for 1d8 rounds.

Spell-like Abilities: At will - *animate dead*, *charm monster*, *cone of cold**, *desecrate*, *detect good*, *detect magic*, *fly*, *greater dispel magic*, *greater teleport*, *ice storm**, *magic circle against good*, *persistent image*, *polymorph*, *suggestion*, *unholy aura*, *wall of ice**. Caster level 48th; DC 19 + spell level. (27 + spell level for cold based spells).

Summon Devils (Sp): Thrice per day, Kelvzeron may automatically summon 6d8 lemures, 2d6 bearded devils or hamatulas, 3d6 osyluths or 6 gelugons. These devils may have twice their standard HD.

Regeneration (Ex): Kelvzeron takes normal damage from good aligned silver weapons, and from spells and effects with the good descriptor.

Possessions: Kelvzeron carries *Absolute Zero*, a +5 cold iron spear of freezing blast. The blade constantly secretes a potent liquid known as Canian Wine, which freezes the lifeblood of those it strikes. This acts as a poison in all ways except that it can affect creatures normally immune to poison. Canian Wine deals 2d6 points of Dexterity initial and secondary damage unless the victim succeeds in a DC 44 Fortitude save. The weapon also gives a +8 profane bonus to the DC of Kelvzeron's cold based spell like abilities, as well as maximizes the damage they deal. Finally, it sheathes its wielder in a thin film of ice, granting a +8 armor bonus

to AC.

Kelvzeron also wears an iron circlet which grants him the benefits of a *mind blank* spell, and an emerald amulet that gives him immunity to death effects and energy drain. The amulet is embedded directly in his chest, rather than worn around his neck.

Malagon, High Animator of Lixer

Pit Fiend (1st Circle General of the Legions of Hell)

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 18d8 + 7d4 (Necromancer) + 10d6 (Pale Master) + 280 (413 hp)

Initiative: +16 (+8 Dexterity, +8 Superior Initiative)

Speed: 40 ft., fly 60 ft. (average)

Armor Class: 51 (+11 armor, +8 Dexterity, +23 natural, -1 size) touch 17, flat-footed 43

Base Attack/Grapple: +27/+46

Attack: *Soulharrow* +46 melee (1d8+27+1 vile 20/x2 and one negative level); or claw +41 melee (2d8+15)

Full Attack: *Soulharrow* +46/+41/+36/+31 melee (1d8+27+1 vile 20/x2 and one negative level), or 2 claws +41 melee (2d8+15), 2 wings +39 melee (3d6+7), 1 bite +39 melee (4d6+7 plus poison plus disease) and 1 tail slap +39 melee (2d8+7) *Malagon can make bite, wing and tail attacks in addition to attacks with *Soulharrow* as a full attack.

Space/Reach: 10 ft. /10 ft.

Special Attacks: Constrict 2d8+30, fear aura, improved grab, spells, spell-like abilities, *summon devils*, *summon greater undead*, *summon undead*

Special Qualities: Bone mail, damage reduction 15/good and silver, darkvision 120 ft., deathless mastery, immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 40, telepathy 100 ft, undead graft.

Saves: Fort +30, Ref +30, Will +34

Abilities: Str 41, Dex 27, Con 27, Int 34, Wis 29, Cha 26

Skills: Balance +10, Bluff +29, Climb +36, Concentration +42, Craft (Alchemy) +50, Craft (Leatherworking) +29, Diplomacy +10, Disguise +29 (+31 acting), Heal +23, Hide +43, Intimidate +42, Jump +42, Knowledge (arcana) +50, Knowledge (nature) +14, Knowledge (the planes) +46, Knowledge (religion) +53, Listen +30, Move Silently +40, Profession (taxidermist) +30, Search +33, Spellcraft +54, Spot +30, Survival +9 (+11 on other planes, +11 tracking), Tumble +31

Feats: Corrupt Spell, Craft Construct, Craft Wondrous Item, Dark Speech, Multiattack, Power Attack, Quicken Spell, Quicken Spell-like Ability (*animate dead*), Scribe Scroll, Skill Focus (Knowledge {Religion}), Spell Focus (necromancy), Violate Spell

Epic Feats: Improved Metamagic (x2)

Climate/Terrain: Nine Hells of Perdition

Organization: Solitary (unique), or cabal (52 necrolutes (9th level), 26 necromancers (12th level), and 13 high necromancers (15th level))

Challenge Rating: 28

Treasure: Double Standard

Alignment: Lawful Evil

Malagon was once a cruel and relentless colonel in the *Blood War*. During an assault deep into Abyssal territory, his command was in the process of exterminating a unit of demons when they were ambushed by none other than Orcus himself. The brutal Demon Prince of

the Undead made quick work of the devils, eradicating most from existence. In a stroke of luck, Malagon was instead flung deep into the Plane of Oblivion, also known as the negative energy plane. Rather than succumb to the plane's draining nature, he managed to establish a connection and master its energies for himself. From there he devised how to escape his prison and returned to Perdition to make a full report. Upon completion, he felt his talents would be better served in working arcana rather than leading troops and applied for reassignment. He was granted discharge at the request of Prince Lixer, who was bemused by the devil's interest in his own chosen Art.

Once he was established as part of the court in Gloomfire, Malagon began serving as the leader of Lixer's Animators, the weaker and less talented necromancers who animate the majority of corpses that comprise the backbone His Highness's private army. Although this is considered inferior work, Malagon has taken well to his role as Lord of the Bones. His experience in tactics forged on the battlefields of the *Blood War* give him an insight no mere scholarly necromantic acolyte could ever possess, and his power far exceeds the others in his order. However, his once meteoric progress has inexplicably ground to a halt. Malagon's inability to learn the more powerful spells of necromancy baffle both the Prince and the pit fiend, although each blames the other. Lixer voices suspicions of laziness and Malagon has mused privately of possible negative energy interference from his arch-devil master that keeps him from advancing. Needless to say, their relationship is not born of trust and nurturing, but power and ambition.

Malagon appears as a withered pit fiend with greying scales. His eyes glow dull red and he speaks in a low-toned, quiet voice. His tail has been warped completely by negative energy, appearing as a rotted appendage. Malagon never appears anywhere without being completely armoured in his custom bone mail. He often leans on his staff as if too exhausted to stand on his own. Woe to any that would mistake Malagon's weariness for weakness though. Death is the least of what awaits such a fool.

Combat

Malagon initiates major combats with a *meteor swarm* and closes with his opponents. Following this, he will use a quickened *animate dead* on any casualties and make a full attack, attempting to grapple the most formidable combatant. He will constrict and use touch attacks to dispose of any grappled enemies as soon as possible. Malagon makes excellent use of quickened touch spells while taking a full attack. If seriously outmatched, he will use *create undead* and flee upon the wing. Malagon usually has a veritable army of skeletons and other undead with him, so he has no compunction against hanging back and harassing powerful or stubborn foes with magic as they attempt to hack their

way to him, *teleporting* away if they reach him.

Constrict (Ex): Malagon deals 2d8+30 points of damage with a successful grapple check against Large or smaller creatures.

Disease (Su): Creature's bitten by Malagon must succeed at a Fortitude save (DC 27) or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of temporary Strength).

Fear Aura (Su): As a free action, Malagon can create an aura of fear in a 20 foot radius. It is otherwise identical with *fear* cast by an 18th level sorcerer (save DC 27). If the save is successful, that creature cannot be affected again by Malagon's fear aura for one day. Other baatezu are immune to the aura.

Improved Grab (Ex): To use this ability, Malagon must hit a Large or smaller opponent with his tail slap attack. If he gets a hold, he can constrict.

Poison (Ex): Bite, Fortitude save (DC 27); initial damage 1d8 temporary Constitution, secondary damage death.

Spell-like Abilities (Sp): At will - *animate dead*, *blasphemy*, *charm person*, *create undead*, *desecrate*, *detect good*, *detect magic*, *greater dispel magic*, *greater invisibility*, *greater teleport* (self plus 50 pounds only), *magic circle against good*, *major image*, *mass hold monster*, *power word stun*, *produce flame*, *polymorph*, *pyrotechnics*, *suggestion*, *unholy aura*, *unhallow*, and *wall of fire*; 1/day - *meteor swarm* and *symbol of pain*; 1/year - *wish*. Caster level 30th; DC 20 + spell level. (21 + spell level for Necromancy).

Spells: 4/7/7/7/7/6/5/4; caster level 30th; DC 22 + spell level. (23 + spell level for Necromancy spells). As the High Animator, Malagon has access to all spells of 8th level or lower except those from his prohibited schools, Enchantment and Illusion.

Example spells prepared: 0 - *disrupt undead*, *mage hand*, *read magic*, *touch of fatigue*; 1st - *cause fear*, *chill touch*, *detect undead* (x2), *expeditious retreat*, *ray of enfeeblement*, *true strike*; 2nd - *blindness/deafness*, *command undead* (x2), *detect thoughts*, *ghoul touch*, *see invisibility*, *spectral hand*; 3rd - *arcane sight*, *gentle repose*, *halt undead*, *magic missile* (quickened), *slow*, *true strike* (quickened), *vampiric touch*; 4th - *bestow curse*, *blindness/deafness* (quickened), *burning blood***, *enervation*, *grim revenge**, *wrack** (x2); 5th - *blight*, *cloudkill*, *cone of cold*, *ice storm* (violated), *lightning bolt* (quickened), *waves of fatigue*; 6th - *circle of death*, *eyebite*, *fleshshiver***, *revive dead*** (x2); 7th - *control undead* (x2), *finger of death* (x2), *spell turning*; 8th - *blackfire***, *create greater undead* (x2), *horrid wilting*.

* Book of Vile Darkness

** Spell Compendium

Summon Devils (Sp): Twice per day, Malagon can automatically summon two lemures, osyluths, or hamatulas, or one erinyes, cornugon, or gelugon.

Summon Undead (Sp): 2/day, Malagon can summon 2 wraiths, or 3 wights, ghosts, shadows or ghouls. 1/day he can summon 1 ghost or 2 vampires, spectres, or ancient dead. These undead have +4 turn resistance and remain for 3 minutes. Undead summoned may have

no more than a CR of 29.

Undead Graft (Ex): By treating his tail with constant negative energies, Malagon managed to warp the spirit and physical substance into an undead appearing appendage. 4/day, he may use the tail to make a special touch attack with a +2 bonus on the attack roll. (+43 melee touch) He may choose any of the following attacks when doing so.

Commanding Touch (Su): Undead of 30HD or less come under Malagon's control for 3 minutes. Intelligent undead receive a Will save DC 32 to negate the effect. Turn Resistance counts as HD for the purpose of this effect.

Deathless Master Touch (Su): Fortitude DC 32 or die. Corpse animates 1 round later as a corpse creature and is under Malagon's control.

Degenerative Touch (Su): 1 negative level. Fortitude DC 32 removes the negative level after 24 hours.

Destructive Touch (Su): Fortitude DC 32 or 1d6 Constitution Drain.

Paralyzing Touch (Su): Fortitude DC 32 or paralysis for 1d6+2 minutes. (Elves are immune)

Weakening Touch (Su): 1d6 Strength damage.

Deathless Mastery: Malagon is unaffected by stunning, subdual damage, or critical hits. He is permanently served by a 30HD dread wraith as a vassal.

Familiar: Malagon has a skeletal raven as a familiar. It receives benefits as a familiar of a 7th level wizard.

Regeneration (Ex): Malagon takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Possessions: Malagon has specially augmented his *bone mail*, which has a +5 enhancement bonus and also functions as a *black robe of the archmagi* and *robe of bones*. Malagon's *bone mail* has 2 figures of a large ogre skeleton and zombie as well as the normal *robe of bones* figures. If used, the figures of the *robe of bones* function regrow within a day. The *bone mail* appears as the blackened and charred bones of a great planetar. The hollowed skull of the angel forms the helm of the suit of armor. Supposedly Malagon destroyed this holy creature in a combat that lasted weeks and laid waste to an entire world. It is rumored the soul of the planetar is still trapped within the unholy armor.

Soulharrow is Malagon's dread staff. It functions as a *rod of the blue wyrm*, except that the wyrm summoned is a ancient blue zombie dragon. In combat the staff functions as a +5 *vile quartersstaff of life stealing*. The staff appears as the spinal cord and skull of a blue dragon. Unlike normal staves, *Soulharrow* deals slashing damage.

Natara, Narzugon Commander

Narzugon (1st Circle Major of the Infernal Vanguard)

Medium Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 39d8+273 (448 hp)

Initiative: +7 (+3 Dexterity, +4 Improved Initiative)

Speed: 20 ft.

Armor Class: 46 (+13 armor, +5 deflection, +1 Dexterity, +10 natural, +7 shield), touch 16, flat-footed 45

Base Attack/Grapple: +39/+52

Attack: +3 *lawful heavy lance* +55 melee (1d10 + 22 + 2d6 lawful 19-20/x3) or +2 *demon bane heavy pick* +54 melee (2d4+15 19-20/x4)

Full Attack: +3 *lawful heavy lance* +55/+50/+45/+40 melee (1d10+22+2d6 lawful 19-20/x3) or +2 *demon bane heavy pick* +54/+49/+44/+39 melee (2d4+15 19-20/x4) and spiked shield +50 melee (1d8+6 and Natara's Kiss)

Space/ Reach: 5 ft. /5 ft. (10 ft. with lance)

Special Attacks: Baleful gaze, unstoppable charge, fell trample, spell-like abilities, *summon devils*, unhorse.

Special Qualities: Bonded mount, damage reduction 15/epic, good and silver, darkvision 60 ft., fast healing 3, immunity to cold, fire and poison, resistance to acid 15 and cold 15, see in darkness, spell resistance 35, telepathy 300 ft.

Saves: Fort +33, Ref +29, Will +31

Abilities: Str 30 (36), Dex 17, Con 25, Int 20, Wis 20, Cha 26

Skills: Bluff +40, Craft (alchemy) +47, Concentration +49, Diplomacy +20, Handle Animal +50, Intimidate +54, Knowledge (tactics) +47, Listen +44, Perform (oratory) +20, Ride +61, Search +47, Sense Motive +22, Spellcraft +20, Spot +47, Survival +47 (+51 tracking), Tumble +45

Feats: Improved Critical (heavy lance), Improved Critical (heavy pick), Improved Initiative, Leadership, Mounted Combat, Power Attack, Ride by Attack, Skill Focus (Ride), Spirited Charge, Two Weapon Fighting

Epic Feats: Dire Charge, Epic Skill Focus (Ride), Fast Healing

Climate/Terrain: Avernus, First of the Nine Hells of Perdition

Organization: Solitary, (with Equstiax), or squad, (with Equstiax, 6 narzugon and 8-16 Nessian hellhounds) or company (Equstiax, with 9 advanced (25HD) narzugon, and 81 standard narzugon)

Challenge Rating: 23

Treasure: Standard

Alignment: Lawful Evil

Natara is the commander of Duke Abigor's Infernal Charge. This order of infernal cavalry is one of the most feared upon the battlefields of the *Blood War*, performing sudden strikes that decimate entire armies of demons. It is a truly awe inspiring sight to see them bearing down on a doomed foe, a giant tidal wave rushing upon an impotent shore.

Natara worked her way up the ranks of devil-hood, but upon being promoted to narzugon, she decided to remain in the station, rather than move on. She grew in power, until she became the unquestioned leader of the mounted devils. Her supremacy was challenged only a few times before it became well known that to do so was to ask for a messy death. Duke Abigor promoted her to a 1st circle major for her excellence in both training and the field, and Marshal Dagos has commended her on several occasions. Her knowledge of mounted warfare and tactics is unsurpassed, and she is the highest ranked non pit fiend in the Duke's court. Should she continue to perform as she has, with unquestioned loyalty to the Supreme General, her continued success is ensured.

Natara appears as a pretty, if exhausted, red haired human woman of about five feet and ten inches. Her

body is trim and muscular, although it is rare that one would see it outside of *Dark Ward*, her infamous spiked armor. Her face always appears tired and nervous, although that is merely an effect of her diabolical heritage, causing other's inner fears to boil up within them. Her expression is actually usually one of grim concentration or fierce determination. She expects no less than perfection from both her troops and herself, and it is rare that she does not receive it.

Combat

An unstoppable dire charge against the largest or obviously most powerful foe is Natara's opening move in combat. Equstiax generally compliments this move with a charging horn attack of his own. Once past the foe, Natara wheels her steed and prepares to repeat. Very little can stand against this devastating tactic, but if by chance something does, Natara immediately summons cornugon reinforcements, followed by narzugons the next round. In the meantime, she will remove her helm and attempt to kill the foe with her baleful gaze.

Against multiple weak foes, Natara generally just has Equstiax make a fell trample into their midst, and then uses full attacks to crush them completely. Spellcasters who manage to harm Natara are targeted with an unstoppable charge as well.

Baleful Gaze (Su): Natara's face is a reflection of one's own insecurities. All creatures within 30 feet of the devil are affected by *phantasmal killer* (DC 34). This is a gaze attack.

Bonded Mount (Su): Natara has bonded Equstiax, a unique black unicorn nightmare crossbreed, as her mount. He gains the bonuses due to a 39th level paladin's mount.

Fell Trample (Ex): Natara may make mounted overrun attempts against as many foes as she is able to, resolving each attempt separately. Equstiax receives a hoof attack against each successfully overrun foe.

Spell-like Abilities: At will - *desecrate*, *doom*, *greater teleport* (self plus mount and 50 pounds only), *hold person*, *produce flame*, *suggestion*; 3/day: *order's wrath*, *unholy blight*. Caster level 39th; DC 18 + spell level.

Summon Devils (Sp): Thrice per day, Natara may automatically summon 2d6 bearded devils, 6 narzugons, or 3 malebranche. These devils may have twice their standard HD. Abigor afforded Natara her enhanced summoning ability.

Unhorse (Ex): If Natara successfully strikes a mounted opponent during a mounted charge, she may make a free bull rush attempt against the foe. If she wins, the foe is pushed backwards, but their mount remains in place.

Unstoppable Charge (Ex): 7/day, Natara may make an Unstoppable Charge if mounted. On such a charge attack, she deals quadruple damage with a melee weapon, or quintuple damage with a lance.

Possessions: Natara possesses *Dark Ward*, a suit of black iron +5 spiked full plate mail. Each piece of this

foul suit of armor also grants her additional bonuses. The helm grants a +5 resistance bonus to saves and +5 deflection bonus to AC. The gauntlets grant a +6 enhancement bonus to strength. The greaves are enchanted as *boots of haste* except they allow for 20 rounds of *haste* to be used per day. The breastplate constantly produces a *minor globe of invulnerability* which can be lowered or raised as a free action.

Natara is armed with a +3 lawful cold iron heavy lance, and a +2 demon-bane cold iron heavy pick.

Natara also carries a +5 large black iron shield of major electricity resistance, which is also spiked. Both armor and shield spikes are covered with a special venom, called Natara's Kiss.

New Poison: Natara's Kiss. Injury. DC 24 Damage: 2d4 Dexterity initial, 1 minute paralysis (as hold person) secondary. This also affects creatures normally immune to poison, although such creatures get a +4 bonus on their save.

Equstiax, Infernal Mount

Large Outsider (Evil, Extraplanar)

Hit Dice: 22d8+220 (319 hp)

Initiative: +10 (+6 Dexterity, +4 improved initiative)

Speed: 70 ft., fly 90 ft. (good)

Armor Class: 41 (+6 Dexterity, +26 natural, -1 size), touch 15, flat-footed 35

Base Attack/Grapple: +22/+39

Attack: Horn +40 melee (3d6+18+1 (vile) + 2d6 (unholy) 19-20/x4)

Full Attack: Horn +40 melee (3d6+18+1 (vile) + 2d6 (unholy) 19-20/x4), bite +32 melee (2d6+6+1 (vile) and poison), 2 hooves +32 melee (1d8+6+1 (vile) + 1d4 fire)

Space/Reach: 10 ft./5 ft.

Special Attacks: Flaming hooves, poison, smite good (3/day, +20 damage), smoke, spell-like abilities.

Special Qualities: Darkvision 60 ft., damage reduction 10/good, empathic link, fast healing 5, resistance to cold 10 and fire 10, immunity to poison, charm and compulsion, improved evasion, low light vision, *magic circle against good*, scent, share saving throws, share spells, spell resistance 44, wild empathy

Saves: Fort +31, Ref +27, Will +27

Abilities: Str 37, Dex 23, Con 31, Int 15, Wis 23, Cha 24

Skills: Handle Animal +32, Intimidate +32, Jump +62,

Knowledge (arcana) +27, Listen +31, Move Silently +35, Spellcraft +31, Spot +31, Survival +31, Tumble +31

Feats: Combat Reflexes, Extra Smite, Improved Critical (horn), Improved Initiative, Improved Natural Attack (horn), Multiattack, Power Attack, Quicken Spell-like Ability (*harm*), Vile Natural Strike, Weapon Focus (horn)

Climate/Terrain: Avernus, First of the Nine Hells of Perdition.

Challenge Rating: 16

Treasure: Standard

Alignment: Lawful Evil

The equine terror before you sends a shiver down your spine. It appears as a magnificent black unicorn, although its hooves and mane are wreathed in flame, much like that of a nightmare. It snorts, throwing out a cloud of soot and ash. As it lowers its horn and begins

to charge toward you, the very ground beneath your feet seems to tremble, and you feel Death's breath upon your soul.

Equstiax is Natara's bonded mount. He is a unique crossbreed between a black unicorn and a nightmare, the pride of Warlord Bael's infamous stables. The stallion is as black-hearted as his mistress, and enjoys tearing apart foes in battle.

Dark Alicorn (Su): Equstiax's horn functions as a +5 unholy weapon.

Magic Circle against Good (Su): Equstiax is constantly surrounded by a *magic circle against good*. He cannot suppress this ability.

Poison (Ex): Equstiax must deal damage with his bite attack to use his poison. Initial and secondary damage is 1d6 strength. DC 31 to resist.

Smoke (Ex): Equstiax's snorts and neighs in battle fill a 15-foot cone with hot sulfurous smoke that chokes and blinds his opponents. Anyone in the cone must succeed on a DC 31 Fortitude save or take a -2 penalty on all attack and damage rolls until 1d6 minutes after leaving the cone. The cone lasts 1 round, and Equstiax uses it once as a free action during his turn each round.

Spell-like Abilities: At will - *inflict moderate wounds, contagion; 1/day- greater teleport*, harm.* Caster level 22; DC 17 + spell level. Equstiax must touch a victim with his horn to affect them.

*Equstiax normally would only be able to teleport to a location within his forest. His forest was burnt to the ground hundreds of years ago; he has been replaced that facet with the ability to teleport to wherever his mistress is currently located.

Wild Empathy (Ex): As the druid ability. Equstiax is treated as a 28th level druid for this check.

Skills: Equstiax has a +4 racial bonus on Move Silently checks.

Quimath, Amir of Jangling Hiter

Kyton

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 24d8+20d10 (Fighter) + 572 (790 hp)

Initiative: +16

Speed: 30 ft.

Armor Class: 47 (+12 armor, +8 Dexterity, +17 natural), touch 18, flat-footed 39

Base Attack/Grapple: +34/+50

Attack: Chain +60 melee (2d4+30+1 vile 19-20/x2)

Full Attack: 2 chains +60 melee (2d4+30+1 vile 19-20/x2) and 8 body chains +60 melee (2d4+30+1 vile 19-20/x2)

Space/ Reach: 5 ft. /5 ft. (10 ft. with chains)

Special Attacks: Dancing chains, spell-like abilities, unnerving gaze

Special Qualities: Damage reduction 10/good and silver, damage reduction 3/-, darkvision 60 ft., fast healing 3, immunity to cold, regeneration 6, resistance to acid 10, electricity 10, and fire 10, spell resistance 39

Saves: Fort +37, Ref +34, Will +28

Abilities: Str 43, Dex 27, Con 37, Int 20, Wis 19, Cha 22

Skills: Appraise +32 (+38 metalworking), Balance +11, Climb +53, Craft (blacksmithing) +50, Diplomacy +36, Escape Artist +35, Handle Animal +53, Gather Information +42, Intimidate +53, Jump +31, Knowledge (local

{Jangling Hiter}) +47, Listen +31, Ride +59, Spot +31, Tumble +25

Feats: Ability Focus (Dancing Chains), Combat Expertise, Combat Reflexes, Greater Weapon Focus (chain), Greater Weapon Specialization (chain), Improved Combat Expertise, Improved Critical (chain), Improved Disarm, Improved Initiative, Improved Sunder, Improved Trip, Power Attack, Vile Martial Strike (chain), Weapon Focus (chain), Weapon Specialization (chain)

Epic Feats: Energy Resistance (acid), Energy Resistance (electricity), Energy Resistance (fire), Epic Sunder, Epic Weapon Focus (chain), Epic Weapon Specialization (chain), Fast Healing, Multiweapon Rend, Penetrate Damage Reduction (silver), Penetrate Damage Reduction (cold iron), Superior Initiative

Climate/Terrain: Panos Qytel, Jangling Hiter, Minauros, Third of the Nine Hells of Perdition

Organization: Solitary (unique) or raiding party (2-12 Chain Lords mounted on nightmares, 10-20 kytons mounted, 5 chain golems, 5-20 hellcats, 10-40 hellhounds)

Challenge Rating: 27

Treasure: Standard

Alignment: Lawful Evil

The master of Jangling Hiter appears as an ordinary kyton, with dark olive skin and an immaculately trimmed beard. His voice is silky smooth, and a self amused smirk is perpetually upon his face. Woe to the fool who makes the mistake of assuming a kyton cannot be of consequence in Perdition. Even pit fiends tread carefully when in his halls of chain, Panos Qytel, for his slightest displeasure can spell doom. The Amir tends to keep his city as far out of Infernal politics as possible, but oft times it cannot be helped. Quimath is actually in an unenviable position. On one hand his power is matched only by the most powerful of pit fiends and the Dukes, on the other, his actual authority is somewhat fluid, a dangerous thing considering the Lawful nature of Hell.

The court of the Amir is one of the most exotic places one can visit in all Perdition. Lavishly decorated with gems, tapestries, statues, plants and more hideous attractions, the palace is a monument to wealth and greed. Hellcats and hellhounds prowl the corridors unchecked, along with many varieties of fiendish animals, including monkeys, leopards, lizards, and constrictor snakes. Animated objects of all sorts also are present, from cutlery that prepares food, to doors that open automatically and greet guests they recognize.

As a member of the Third Hell, the Amir has amassed enormous wealth, through the trade of slaves from the Prime. What is not well known (or provable) is that he also sends his kytons on raids into Mammon's hordes. While they don't disrupt the flow of wealth enough to draw (much) notice from the Lord of Minauros, this has caused some tension in relations between the two cities. However, as long as the kyton city keeps its steady flow of live mortals coming, the Archduke will do little in punishment.

Combat

Quimath is almost never encountered without a retinue of kytons, fiendish animals, and chain golem bodyguards. As kytons lack the teleporting capabilities of true devils, retreat is not usually an option. The Amir orders his servants to delay his foes, while he breaks up the combat field with his *wall of deadly chains* power. If any foes are using chains to attack, the Amir immediately attempts to control them. Once foes are isolated on the battlefield, Quimath moves to the nearest and engages him in melee with his chains. The Amir makes full use of his combat prowess, tripping, disarming and sundering when possible. Against physical fighters, he uses his reach to the fullest extent, forcing foes to draw attacks of opportunity. Against spellcasters, he moves in to grapple, keeping them from making the most use of their power. Against both types of foe, he alternates between subdual and normal attacks, hoping to capture foes for slavery rather than waste their flesh.

Once foes have been rendered helpless, they are bound and become Quimath's next slaves. Spellcasters so captured have their hands broken and mouths sewn shut or mutilated to prevent the casting of their spells. Physical fighters are bound in chains. Those who appear extremely dexterous (and therefore might slip their bindings) have several bones broken to discourage escape attempts. While the methods are brutal, they are not sadistic in nature, merely pragmatic.

Dancing Chains (Su): Quimath can control up to twelve chains within 60 feet of him as a move action, making them dance or move as he wishes. These chains can also grow up to 15 feet in length, and sprout vicious barbs and spikes with which to rend a foe. The chains under the Amir's control attack as effectively as the devil himself. If a chain is in another creature's possession, it may attempt a DC 30 will save to break the Amir's power over that chain. If the save is successful, Quimath cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession.

Regeneration (Ex): Quimath takes normal damage from good and silver weapons and from spells or effects with the good descriptor.

Spell-like Abilities: At will - *devil's eye*, *see invisibility*, *wall of deadly chains*. Caster level 24th; save DC 16 + spell level.

Unnerving Gaze (Su): Quimath can make his face resemble his foe's loved ones or enemies. This is a gaze attack with a range of 30 feet. Those who fail their saves (Will save DC 28) take a -6 penalty on attack rolls for the next 1d8 rounds.

Possessions: The Quimath's adamantine chains have an enhancement bonus of +6. Furthermore, they wrap tightly around his body, creating a makeshift form of armor. This functions as +6 *adamantine banded mail* with no maximum Dexterity bonus. This function only applies to the Amir himself, other creatures attempting to wear the chains as armor find them no more than magical weapons.

Raihetarkon, Unholy General of Cania

Pit Fiend (8th Circle General of the Legions of Hell)

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 30d8+300 (435 hp)

Initiative: +12 (+8 Dexterity, +4 Improved Initiative)

Speed: 40 ft., fly 60 ft. (average)

Armor Class: 40 (-1 size, +8 Dexterity, +23 natural), touch 17, flat-footed 32

Base Attack/Grapple: +30/+53

Attack: *Flame of Cania* +52 melee (3d6 + 32 + 3d6 (hellfire) x3) or claw +48 melee (3d8 + 19 + 1d6 (cold))

Full Attack : *Flame of Cania* +52/+47/+42/+37 melee (3d6 + 32 + 3d6 (hellfire) x3) or 2 claws +48 melee (3d8 + 19 + 1d6 (cold)), 2 wings +46 melee (3d6 + 9 + 1d6 (cold)), bite +46 melee (4d6 + 9 + 1d6 (cold) plus poison and disease), and tail slap +46 melee (2d8 + 9 + 1d6 (cold))

* Raihetarkon may make secondary attacks with his wings, bite and tail while wielding his axe.

Space/Reach: 10 ft. /10 ft.

Special Attacks: Breath weapon, constrict 2d8+38, disease, fear aura, frost enchanted, improved grab, poison, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 20/epic, good and silver, darkvision 60 ft., immunity to cold, fire and poison, resistance to acid 20, regeneration 8, see in darkness, spell resistance 39, telepathy 200 ft.

Saves: Fort +27, Ref +25, Will +30

Abilities: Str 40 (48), Dex 27, Con 31, Int 30, Wis 28, Cha 28

Skills: Balance +29, Bluff +41, Climb +49, Concentration +36, Diplomacy +47, Disguise +39 (+43 acting), Hide +33, Intimidate +43, Jump +48, Knowledge (arcana) +43, Knowledge (nature) +28, Knowledge (the planes) +40, Knowledge (religion) +40, Listen +30, Move Silently +33, Ride +26, Search +25, Sense Motive +33, Spellcraft +40, Spot +30, Survival +39 (+43 above ground, +43 on other planes, +41 tracking), Tumble +22, Use Magic Device +32 (+36 with scrolls)

Feats: Cleave, Combat Reflexes, Dark Speech, Great Cleave, Improved Initiative, Multiattack, Power Attack, Quicken Spell-Like Ability (*iceball*), Power Attack, Violate Spell-like Ability

Epic Feats: Epic Will

Climate/Terrain: Cania, Eighth of the Nine Hells of Perdition

Organization: Solitary (unique) or troupe (2-4 pit fiends, 4-10 gelugons, 20-50 barbazu)

Challenge Rating: 27

Treasure: Double Standard

Alignment: Lawful Evil

Raihetarkon is Cania's rising star. He currently holds the rank of baron within Cania's holdings, is one of the governors of the Infernal Denomination of Morale, and is one of Hell's most respected military minds. His success has been noted by Hell's elite and it remains to be seen whether or not Mephistopheles will retain his loyalties indefinitely.

Although physical prowess and martial might were not respected areas within Cania, Raihetarkon still chose to travel that route once he was transferred to the Eighth Hell from the lines of the *Blood War*. His appointment came directly after Baron Molikroth was revealed to be Lord-Regent Mephistopheles himself, as there were several "gaps" in the court and military that needed filling after that particular event in Hell's history. Many of the older devils within the courts mocked

D E V I L S O F T H E D O M A N S H A P E R

the new arrival's focus and military precision. They scoffed at his constant attention to detail concerning the armies of Cania. More "helpful" Courtiers informed him of the focus in arcana that he would need to have if he were to succeed. Raithetarkon ignored them all. He was not concerned with making political friends or engaging in the backstabbing of court. He saw his purpose clear before him: to make Cania's army a force to be reckoned with. He would no longer tolerate the lack of discipline and neglect of melee warfare that the forces seemed to be slipping into. Those devils who resisted were either immediately demoted or transferred back to the front lines of the *Blood War*. It became quickly known that to question the new general was to court ruin.

Mephistopheles was impressed with his new subject and decided he would be the perfect test subject in his new magical experiment. The idea was to infuse his devils with the very nature of Cania, making them more powerful and yet further under his control. Raithetarkon accepted this duty and was remade. Immersed in the frigid Frore Sea, eldritch energies were channeled into his essence, shaping him in form and power. He now commanded the cold of Cania with ease. He flung spheres of icy death and caused the very snow of Cania to rise up and fight as his slave. His body was surrounded with an aura of a cold so intense it caused the air to crinkle and crack as he moved through. Raithetarkon was reborn.

Currently, Raithetarkon has excellent relationships with Hell at large. Although he is the highest ranked general in Cania, he continues to have an excellent relationship with the Dark Ministry, particularly Dagos. And Zimimar His relationship with Kelvzeron has been one of partnership, unlike his predecessors who quietly scoffed at the idea of a gelugon ever being their equal. In treating Kelvzeron as a subordinate, yet valuing his greater experience, Raithetarkon has ensured the support of the Warden of Cania in his future endeavors. Raithetarkon also has the esteem of both Prince Lixer and Merorem the Darkwind, two arch-devils of no small stature to be sure. Prince Lixer was impressed with the pit fiend's battle prowess when his entourage was beset by daemons. The pit fiend was present as part of the Prince's honor guard, and quickly both formulated and implemented a strategy that cut the attackers apart. Afterwards, the Prince endorsed Raithetarkon's promotion to Lord-Regent Mephistopheles. The Darkwind's motives for the pit fiend's success are as yet unclear; however, it is known that Raithetarkon currently wields a weapon crafted by the Grand Duke's own hand. Even the notice of one of these arch-devils would be amazing for a mere pit fiend to have; the fact that Raithetarkon has the attention of two is something that makes him both envied and feared by all of the Courtiers in Cania.

Raithetarkon stands fourteen feet tall, and has deep blue scales. His heavily muscled arms are surrounded in a mist of freezing cold. His eyes are pure white and often covered in an icy sheen. When he speaks, it is in a flat, emotionless voice. Raithetarkon is nearly as cold

as his master, a fact that is chillingly clear to all who encounter him.

Combat

Raithetarkon begins combat with a *greater dispel magic* and a quickened *iceball*. After this, he adjusts his tactics based around his foes. If there are multiple foes, he will summon ice paraelementals or gelugons to aid him. If there are a few powerful foes, he uses his *charm monster* and *power word stun*. Although he recognizes the value of his spell-like abilities, Raithetarkon is not shy about moving into melee and making use of his breath weapon, natural attacks, and his vicious great axe. In short, Raithetarkon has little in the way of patterns for combat. He adapts to the situation and does not hold himself to a losing combat. Raithetarkon retreats if he is reduced to one quarter of his hit points.

Breath Weapon (Su): As a standard action once every 1d4 rounds, Raithetarkon can expel a gout of Canian Wine from his mouth in a 30 foot cone. Creatures within this area must succeed a Fortitude save DC 35 or suffer the effects of the icy liquid. (2d6 points of Dexterity damage initial and secondary; may affect creatures immune to poison)

Constrict (Ex): Raithetarkon deals 2d8+38 points of damage with a successful grapple check against Medium or smaller creatures.

Disease (Su): Creature's bitten by Raithetarkon must succeed at a Fortitude save (DC 35) or be infected with a vile disease called frigid ravaging (incubation period 1 day, damage 1d6 constitution, 1 point of permanent drain on a failed secondary save).

Fear Aura (Su): As a free action, Raithetarkon can create an aura of fear in a 20 foot radius. It is otherwise identical with *fear* cast by a 30th level sorcerer (save DC 34). If the save is successful, that creature cannot be affected again by Raithetarkon's fear aura for one day. Other devils are immune to the aura.

Frost Enchanted (Su): Raithetarkon has been permanently altered by Mephistopheles' magic. His natural attacks are treated as *frost* weapons, dealing 1d6 points of extra cold damage on a successful hit. In addition, Raithetarkon is completely immune to cold.

Improved Grab (Ex): To use this ability, Raithetarkon must hit a Medium or smaller opponent with his tail slap attack. If he gets a hold, he can constrict.

Poison (Ex): Bite, Fortitude save (DC 35); initial damage 1d8 temporary Constitution, secondary damage death.

Spell-like Abilities (Sp): At will - *animate dead*, *blasphemy*, *charm person*, *create undead*, *desecrate*, *detect good*, *detect magic*, *greater dispel magic*, *greater invisibility*, *greater teleport* (self plus 50 pounds only), *iceball* (as *fireball*), *ice storm*, *magic circle against good*, *major image*, *mass hold monster*, *power word stun*, *produce flame*, *polymorph*, *pyrotechnics*, *suggestion*, *unholy aura*, *unhallow*, and *wall of ice*; 3/day - *Canian ice storm* and *symbol of pain*; 1/month - *wish*.

Caster level 30th; DC 19 + spell level.

Summon Devils (Sp): Thrice per day, Raithetarkon can automatically summon two lemures, osyluths, or hamatulas, or one erinyes, cornugon, or gelugon. Gelugons summoned by Raithetarkon possess double their standard HD and maximum hp. This superior summoning effect is granted Raithetarkon by Mephistopheles.

Summon Ice Elementals (Sp): Thrice per day, Raithetarkon can automatically summon 3 elder ice paraelementals or 6 lesser ice paraelementals. These creatures possess a lawful evil alignment and remain for one hour before disappearing.

Regeneration (Ex): Raithetarkon takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Possessions: Raithetarkon wields the *Flame of Cania*, a +4 hellfire blasting great axe crafted from soulsteel. He also wears a gauntlet crafted of dragon bone which grants a +8 enhancement bonus to Strength and causes his claws to deal damage as if he were one size larger. As a standard action at will, Raithetarkon can use the gauntlet to create a temporal field around him that affects everyone within a 60 foot radius as a slow spell. (Caster level 20th; DC 32 negates)

Ruthegax, Master of the Dark Flight

Malebranche (Command Sergeant Major of the Legions of Hell)

Gargantuan Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 51d8+663 (892 hp)

Initiative: +7 (+3 Dexterity, +4 Improved Initiative)

Speed: 50 ft., fly 120 ft. (average)

Armor Class: 47 (+9 armor, +4 deflection, +3 Dexterity, +25 natural, -4 size) touch 13, flat-footed 44

Base Attack/Grapple: +51/+83

Attack: *Wrathwind* + 71 melee (4d6 + 24 + 1d6 (fire) x3 plus 1d10 (fire)) or *Perdition's Grasp* +51 ranged touch (2d6 and anti-magic field and entangle) or +4 repeating crossbow of speed +54 ranged (4d8+14 19-20/x2) or claw +67 melee (3d8+20)

Full Attack: *Wrathwind* + 71/+66/+61/+56 melee (4d6 + 24 + 1d6 (fire) x3 plus 1d10 (fire)) and *Perdition's Grasp* +51 ranged touch (2d6 and anti-magic field and entangle) or +4 repeating crossbow of speed +50/+50/+50/+45/+40/+35 ranged (4d8+14 19-20/x2) and +4 repeating crossbow of speed +50/+50/+50/+45/+40 ranged (4d8+14 19-20/x2) or 2 claws +67 melee (3d8+20), bite +62 melee (4d8+10) and gore +62 melee (3d8+10)

Space/ Reach: 20 ft. /20 ft.

Special Attacks: Charge, fear aura, improved grab, supreme power attack

Special Qualities: Damage reduction 25/good epic and silver, darkvision 60 ft., immunity to fire and poison, regeneration 15, resistance to acid 25 and cold 25, see in darkness, spell-like abilities, spell resistance 44, telepathy 400 ft.

Saves: Fort +40, Ref +30, Will +29

Abilities: Str 50, Dex 17, Con 37, Int 14, Wis 15, Cha 16

Skills: Balance +9, Bluff +57, Climb +74, Diplomacy +63, Intimidate +63, Jump +34, Listen +56, Move Silently +57, Spot +56, Tumble +57

Feats: Awesome Blow, Cleave, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (net), Exotic

Weapon Proficiency (repeating crossbow), Flyby Attack, Great Cleave, Greater Two Weapon Fighting, Improved Combat Expertise, Improved Disarm, Improved Initiative, Improved Two Weapon Fighting, Point Blank Shot, Power Attack ^B, Rapid Shot, Two Weapon Fighting

Epic Feats: Penetrate Damage Reduction (adamantine), Penetrate Damage Reduction (silver)

Climate/Terrain: Avernus, First of the Nine Hells of Perdition

Organization: Solitary (unique) or with squad (Ruthegax plus 2d4 malebranche) or Dark Flight (Ruthegax plus 30 elite malebranche (35 HD) and 900 malebranche)

Challenge Rating: 32

Treasure: Standard

Alignment: Lawful Evil

The mighty Ruthegax serves as the command sergeant major of the Dark Flight, reporting to General Phanior. Smarter and more alert than most of his caste, Ruthegax has a keen insight regarding the three dimensional combat of skies. Both a master combatant and tactician, Ruthegax has formulated many of the strategies and maneuvers that make the Destroyer Corps so lethal on the fields of the *Blood War*.

A hulking monster of a devil, Ruthegax stands nearly 30 feet tall. His massive muscles ripple constantly, holding a strength that puts even pit fiends to shame. The skull of a storm giant adorns his head as a gruesome helm. His voice is like that of a thunderstorm, loud and booming across the battlefield. Countless scars cover his body from head to tail, each one a testament to his invincibility.

Combat

Despite his massive size and strength, Ruthegax prefers ranged combat. Ruthegax forces foes to come to him through a barrage of death from his forearm mounted crossbows. However, those who are foolish enough to come within range of the deadly *Wrathwind* are handled with a skill that rivals the greatest weapon masters of most worlds. Ruthegax alternates between using his supreme power attack and Improved Combat Expertise to keep his foes off balance. *Perdition's Grasp* is employed against any foe who manages to come within range; those who are entangled in the net generally suffer a full attack from Ruthegax the following round.

Ruthegax does not retreat unless reduced to one tenth of his hit points or less.

Charge (Ex): In addition to normal benefits of a charge, Ruthegax can make a single gore attack that deals triple damage.

Fear Aura (Su): Ruthegax can radiate a 15 foot *fear* aura as a free action. A creature in the area must succeed on a DC 38 Will save or be affected as though by a *fear* spell (caster level 51st). A creature that successfully saves cannot be affected again by Ruthegax's aura for 24 hours. Other devils are immune to this effect.

Supreme Power Attack (Ex): Ruthegax gains a +2 damage bonus for every -1 penalty he takes to his attack

while using power attack. (Or +4 if using a two handed weapon)

Regeneration (Ex): Ruthegax takes normal damage from good aligned or silver weapons, and from spells or effects with the good descriptors.

Spell-like Abilities: At will- *greater teleport*. Caster level 51st.

Possessions: Ruthegax wields *Wrathwind*, a gargantuan +4 *demon-bane*, *flaming burst trident*, wrought of cold iron. 3/day it can be used to cast *greater dispelling* on a creature it has just struck as a free action.

Perdition's Grasp is a special adamantine mesh net that deals 2d6 points of slashing damage every round the target is entangled. It is enchanted with an *anti-magic field* (caster level 20th) that activates upon a successful strike. On an unsuccessful strike, it returns to Ruthegax's hand, folded again for use. The net has 60 hp, hardness 20, and can be burst with a DC 40 Strength check, which is a full round action. One can also free himself from the net with a DC 35 Escape Artist check as a full round action. Attempting either of these actions inflicts 4d6 points of damage upon the victim, regardless of success. In all other ways it is identical to a regular net.

Ruthegax also wears two +4 *repeating heavy crossbows of speed* mounted on his forearms. Their ammunition is stored in an extra dimensional space, and automatically loaded as Ruthegax needs it. Common enchantments upon the ammunition include axiomatic, bane (celestial or demon), unholy and vile. He also has a significant amount of *spectral* and *greater slaying bolts*. Many are treated with various poisons as well. The crossbows fire with a significantly increased force than normal, giving them an effective strength score of 30, and deal additional damage as a mighty composite bow would.

Ruthegax also wears a +5 *breastplate of moderate fortification* and a *helmet of protection* +4, forged from the ribcage and skull of a storm giant.

Sidiar, Maestro of the Infernal Choir

Kocrachon

Large Outsider (Devil, Evil, Extraplanar, Lawful

Hit Dice: 27d8 + 189 (310 hp)

Initiative: +12

Speed: 20 ft., fly 60 ft. (good)

Armor Class: 36 (+8 armor, +8 Dexterity, +11 natural, -1 size) touch 14, flat-footed 21

Base Attack/Grapple: +27/+39

Attack: *The Flayer* +38 melee (1d6+11 plus 2 Con and 2 Cha 19-20/x2) or bite +34 melee (2d4+7 and poison) or Lead Flask +34 ranged touch (3d8 fire and 1d4 Dex plus splash)

Full Attack: *The Flayer* +38/+33/+28/+22 melee (1d6+11 plus 2 Con and 2 Cha 19-20/x2) and bite +29 melee (2d4+7 and poison) and claw +29 melee (1d6+3 and pain) or lead flask +34 ranged touch (3d8 fire and 1d4 Dex plus splash)

Space/Reach: 10 ft./10 ft.

Special Attacks: Flense, pain touch, poison, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 15/good and silver, darkvision, immunity to fire and poison, resistance to acid

15 and cold 15, sadism, see in darkness, spell resistance 33, talented torturer, telepathy 200 ft.

Saves: Fort +22, Ref +23, Will +19

Abilities: Str 24, Dex 26, Con 25, Int 21, Wis 18, Cha 22

Skills: Bluff +42, Craft (drug) +35, Craft (poisonmaking) +35, Diplomacy +28, Escape Artist +26 (+30 ropes), Gather Information +42, Heal +34, Hide +29, Intimidate +62, Knowledge (local: Phlegethos) +25, Listen +30, Move Silently +33, Perform (musical composition) +31, Sense Motive +34, Spot +30, Use Rope +30 (+32 bindings)

Feats: Ability Focus (pain touch), Dark Speech, Fly-by Attack, Improved Initiative, Persuasive, Quicken Spell-like Ability (*wrack*), Skill Focus (Intimidate), Weapon Finesse

Epic Feats: Epic Reputation, Epic Skill Focus (Intimidate)

Climate/Terrain: Abriymoch, Phlegethos, Fourth of the Nine Hells of Perdition

Organization: Solitary (unique) or with squad (Sidiar plus 3 kocrachon and 9 hamatuala)

Challenge Rating: 21

Treasure: Double Standard

Alignment: Lawful Evil

The songs of Belial the Lord of Light echoed sweetly in the Seven Heavens before *The Great Fall*. His voice was pure and sweet, a harmony of holiness that edified and exalted those who heard it. The songs of Belial the Dark Light of Hell continue in his new kingdom, but the crystal tones have been replaced with the screams of the damned. It is here that Sidiar makes his music, an anthem of agony to soothe his Lord's ears. Every shriek, moan, and whimper is precisely pitched to present a malignant melody. Far from crass noise, Sidiar ensures that the hymns of Hell have all the majestic quality as their counterparts from on High. There is something dark and triumphant about the music, something that makes it easy to forget that it is created from the sounds of torn flesh, shattered bone, and dominated souls.

When Sidiar is not composing a new piece for the halls of Abriymoch, he is usually found in the torture chambers, overseeing operations therein. He is a true disciple of pain and is always on the lookout for a new technique that might add to his sinister symphony. For Sidiar, merely causing pain is a base accomplishment, worth almost nothing. It is in mastering pain, knowing it so intimately, that one can produce the same results over and over, with no variance; that is the true mark of a virtuoso! Before a victim's bowels slide from the belly, Sidiar knows how and when they will strike the ground. He knows the exact moment in which to sever the vocal cords to create a momentary rest, and at what angle and pressure to which an arm must be bent for a drawn out break rather than a sudden snapping. However, he is not content with his level of knowledge, and seeks to expand it. *The Despoiler of Flesh* is fiercely sought after by Sidiar for he is convinced that its powers would finally unlock the secrets of "true pain".

The denizens of Phlegethos who demand Sidiar's personal attention were once the most depraved, sadistic, evil beings upon the Mortal Coil. Sidiar's official work is to mold these vile beings into devils true. Sidiar

measures their quality, judging them worthy to be promoted beyond the lowly lemure, or consigning them to the Pits of Flame with the rest of the lot. His “investigations” can take decades, yet that is still considerably shorter than the eternities they would otherwise spend as lemures. So far, none that Sidiar has termed deserving of advanced promotion has done ought but impress.

Sidiar is a hunched backed kocrachon of near white coloration. His six wasp-like wings are transparent with black veins highlighting them. His carapace is covered in hair-line cracks, and his hide is mottled with countless scars, most self-inflicted. His left arm is severed at the forearm, and his wicked weapon *The Flayer* is fused to the stump. Sidiar speaks in a low, hoarse voice, dripping with menace.

Combat

Sidiar does not enjoy combat and typically summons aid (usually a squad of barbazu) as soon as combat seems imminent. In the event that he does not immediately flee, Sidiar remains well behind his troops, using *hold monster* and *wrack* as he sees fit. Despite having access to curative magic, he never voluntarily heals any of his allies, and only in the most dire of situations (reduced to 10 hit points or less) will he use it on himself. If his foes appear to be overcoming his summoned help, Sidiar will flee via *greater teleport*. If trapped, he will make use of quickened *wrack* spells and full attacks. Sidiar will often attempt to take a hostage if he can, typically someone who has succumbed to *wrack*.

If he cannot flee and obviously cannot win, Sidiar surrenders, promising any number of concessions to save his life, from information to conversion to the path of righteousness. However, such concessions are but ploys to buy time to escape, which he does at the first opportunity, or lull his captors into complacency. If his foes do not appear responsive to his entreaties, Sidiar abandons them quickly, and attempts to cause as much pain to as many foes as possible before dying.

FleNSE (Ex): Sidiar can strip the flesh from a victim who is helpless. Using a combination of his proboscis and *The Flayer*, he peels away the skin, causing the victim to suffer 1 negative level. This process takes five rounds to complete, if Sidiar is interrupted at any point during the flensing, the victim instead takes 1d4 points of Constitution damage. Sidiar's flense ability is enhanced by *The Flayer*, described below.

This power can be used upon devils in conjunction with Sidiar's *baleful polymorph* ability to permanently reduce the victim in hit dice and station.

FleshcrafT (Ex): Sidiar can alter the physical and spiritual makeup of his victims. This requires one hour for him to accomplish. The victim must be

rendered helpless the entire time and receives a Fortitude save DC 30 to resist the transformation. Sidiar can turn his victims into any devil or fiendish animal possessing 27 hit dice or less. An altered victim gets a Will save DC 29. If successful, the change only lasts twenty-seven days. If failed, the change is permanent.

Pain Touch (Su): The touch of Sidiar's claw causes intense agony. A victim must succeed on a DC 32 Fortitude save or be stunned for one round from the pain. Sidiar can use this attack in conjunction with his claw attack or separate as a melee touch attack that deals no damage. The save is Constitution-based.

Poison (Ex): Injury, Fortitude DC 30, initial damage 1d6 Wisdom, secondary damage 2d6 Wisdom. The save DC is Constitution-based.

Sadism (Ex): For every 10 points of damage Sidiar deals in a round, he gains a +1 profane bonus to attack rolls, saving throws and skill checks the next round.

Spell-like Abilities: At will – *animate dead*, *contagion* (may be administered as a bite attack), *cure moderate wounds*, *deathwatch*, *desecrate*, *detect good*, *greater teleport* (self plus 50 pounds of objects only), *hold monster*, *inflict moderate wounds*, *liquid pain**, *magic circle against good*, *minor image*, *suggestion*, *wither limb**, *wrack**; 1/day - *symbol of pain*, *thousand needles**, *wave of pain**. Caster level 27th, save DC 16 + spell level.

*From Book of Vile Darkness

Summon Devils (Sp): Four times per day, Sidiar can automatically summon 1d8 barbazu or 6 kocrachons. These devils may have twice their standard amount of hit dice. This ability is the equivalent of an epic spell.

Talented Torturer (Ex): Sidiar receives a +9 profane bonus to Intimidate checks made in conjunction with torture equipment and to the Escape Artist DC set by the equipment. He also has great control over the amount of damage he deals with such devices. Sidiar can decrease the damage dealt by a device to the absolute minimum, or increase the damage by 200%. The choice for either is made before the application of the torture device that round.

Possessions: *The Flayer*, a wicked looking crescent blade that functions as a +4 dagger of greater wounding and greater scarring, is fused to Sidiar's left arm stump. This item enhances his flense ability, allowing him to accomplish the flensing in one half the time and increasing the Constitution damage should he be interrupted.

Sidiar also utilizes a unique splash weapon. The weapon covers the targets with burning lead, which hardens upon contact with the air. The weapon deals 3d8 points of fire damage and 1d4 points of Dexterity damage on a direct hit, and 1d8 points of splash damage. Sidiar typically carries 10 of these weapons if encountered outside of his torture cham-

bers.

Sidiar wears a cloak and mantle of cured human hide that functions as a suit of +5 *hide armor* with no maximum dexterity bonus and also grants him a +5 bonus to Intimidate checks. Three times per day he can use the cloak to make use of the *alter self* spell to assume a humanoid form. While utilizing this function, the cloak also grants him the benefits of a *nondetection* spell. (caster level 20th).

Verrier, Hell's Pawn

Malefircarim (Hellspawn)

Gargantuan Outsider (Abomination, Evil, Extraplanar, Lawful)

Hit Dice: 90d8+1170 (1980 hp)

Initiative: +15 (+7 Dexterity, +8 Superior Initiative)

Speed: 80 ft., fly 240 ft. (perfect)

Armor Class: 72 (+9 armor, +9 deflection, +7 Dexterity, +41 natural, -4 size) touch 26, flat-footed 65

Base Attack/Grapple: +90/+123

Attack: Claw +107 melee (8d6+21+1 vile)

Full Attack: 2 claws +107 melee (8d6+21+1 vile), bite +102 melee (8d8+10+1 vile), 2 wings +102 melee (4d6+10+1 vile), tail +102 melee (8d8+10+1 vile)

Space/Reach: 20 ft./20 ft.

Special Attacks: Fear aura, improved grab, Spawn of Hell, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 35/good, epic and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 50 and cold 50, Pawn of Hell, regeneration 45, see in darkness, spell resistance 69, telepathy 1,000 ft.

Saves: Fort +60, Ref +54, Will +63

Abilities: Str 53, Dex 24, Con 36, Int 35, Wis 31, Cha 42

Skills: Balance +17, Bluff +109, Concentration +106, Diplomacy +129, Disguise +109 (+119 when acting in character), Escape Artist +100, Forgery +105, Gather Information +119, Hide +88, Intimidate +119, Jump +51, Knowledge (arcana) +105, Knowledge (history) +105, Knowledge (local - Hell) +105, Knowledge (nature) +20, Listen +103, Move Silently +100, Search +105, Sense Motive +103, Spellcraft +115, Spot +103, Survival +103 (+113 tracking), Tumble +100, Use Rope +7 (+17 with bindings)

Feats: Awesome Blow, Cleave, Combat Reflexes, Corrupt Spell-Like Ability, Craft Rune, Dark Speech, Dodge, Empower Spell-like Ability (*firestorm*), Empower Spell-like Ability (*meteor swarm*), Flyby Attack, Great Cleave, Improved Initiative, Iron Will, Mobility, Multiattack, Power Attack, Quicken Spell-like Ability (*meteor swarm*), Quicken Spell-like Ability (*hold monster*), Quicken Spell-like Ability (*greater teleport*), Spring Attack, Vile Natural Attack, Violate Spell-like Ability

Epic Feats: Blinding Speed, Epic Devotion (chaotic), Epic Will, Improved Combat Reflexes, Spellcasting Harrier, Spell Stowaway (*wish*), Superior Initiative, Tenacious Magic (*greater invisibility*), Tenacious Magic (*unholy aura*)

Environment: The Nine Hells of Perdition

Organization: Solitary (Unique)

Challenge Rating: 57

Treasure: Standard

Alignment: Lawful Evil

Hell is perfect in its tyranny. All fall in line with the Laws of its King. There is no option other than obedience. Or so the ignorant believe. There is another way in Hell, for those crafty enough, cunning enough, and ambitious enough to seize the power rightfully theirs. King Asmodeus is nothing more than a petty thief, who hordes and squanders a vast power he cannot possibly fathom. Those who realize this truth, serve its author, Verrier the Defiant. The leader of the infernal resistance. Master of the malefircareim. Hell's Pawn.

Very few know much of the *Wars of Dominance*, which raged across Hell while The Overlord slept. Upon awakening, Lucifer swept through the ranks of the malefircareim. A few embraced the power Lucifer offered and became arch-devils. Eight of the most powerful bowed their heads and were given places of honor. One rose above all this. The most powerful of the Children of the Devil would neither bow nor submit. Verrier continued to fight a hopeless war, untainted by divine or cosmic power. So vast was his charisma that he bent his untainted brethren to his will. Once he had done this, he marched an army over nine million malefircareim strong across the plains of Avernus, intent on eliminating Lucifer once and for all. Alight with power, the Morningstar descended upon the forces.

Most were rent by the sheer majesty of The Lord of the Nine; others fought with muscle and mind, only to fall one by one. Some few were sealed away in prisons of ice along the banks of the Styx and in what is now the Frore Sea in Cania. Their dark forms can still be made out, frozen in battle with creatures summoned by Lucifer to aid in the slaughter. In the end, only Verrier remained. Held fast by Lucifer's unmatched might, he was forced to bear the humiliation of the Hell Father's taunting. He had been duped. His gathering of an army had only allowed Lucifer to cleanse Hell in one fell swoop. He was rewarded with a title: Hellspawn. Hell's Pawn. Then Lucifer hurled him down through the layers of Perdition, in a parody of his own tremendous descent. Verrier's broken body was tossed into the caves of Malbolge, and for a thousand eons he slumbered. His blood flowed from countless wounds, the essence of Hell leaking from his body. From this liquid arose the first misshapen creatures that would become known as nupperibo.

When he awoke, Verrier was alone. He was tentative in his forays into Hell at large, cautiously seeking information. He soon discovered that Lucifer had been deposed by another devil. However, this newcomer was as distasteful in policy to Verrier as his predecessor. He immediately set out to depose the new king, gathering once again a following. However, Hell had changed. No longer did it war with itself. No longer did violence run rampant. Instead, a vast order had been imposed. A multitude of lesser beasts had overrun the plane, scurrying about

Chapter Five: Powers of Hell

like insects. An overlying plan ordained all actions taken. Thus Verrier was frustrated in his devices, as he sat in the darkness and gnawed the memories of past glory and power over in his mind. It was in such a state that he was offered a new hope. Leviathan.

The former Lord of the Fifth, newly imprisoned in ice, had already begun to search for a way to not only break free of his prison, but to overthrow Asmodeus. Casting out his net wider and ever wider, he came at last to the mighty mind of Verrier, who paused to listen for a moment. Recognizing the voice as one of the chief traitors in the old fight of malefircareim against Lucifer, Verrier decided to hear the other's schemes. Leviathan whispered in the mind of the Hell's Pawn, and Verrier heard the hatred and contempt that his brother held for the current hegemony of Hell. The two of them quickly formed an alliance of sorts, kindred spirits as they were.

Whereas Leviathan schemes—far too openly at times—to overthrow Asmodeus and place himself at the helm of the new Hell, Verrier desires to return Hell to the days he remembered before the coming of Lucifer. Determined to undermine the new Hell from within, Verrier sought what servants he could. He found his first servants in the devolved forms of his brethren, the nupperibo and barregon. These creatures were naturally inclined to his cause, the barregon in particular of great use; it is largely due to Verrier that these creatures originally swore a secret “loyalty” to Leviathan *en masse*. In more recent times, this arrangement has caused nothing but grief for Verrier; with Leviathan restored to his position as Lord of the Fifth, most of the barregons now heed Leviathan’s commands over his own of their own volition.

Other servants were found, though; loyal true devils swayed by the might and charisma of the greatest of the Children of Hell, feeling that they could ride a faster path to greatness with Verrier than under the rule of the king. Some of these servants he gathered to serve him directly, but most he sent forth into the armies of Perdition to spread the word of rebellion and recruit new followers. Many were caught of course, and horribly punished, but this only spread the rumors of his power, on par with that of the King of Hell himself. The rebellion had begun.

Verrier has agents in every layer of Hell, from Avernum to Nessus. Weaker arch-devils have pledged themselves to his cause, as well as renegade pit fiends. Nearly all surviving or reborn malefircareim serve him as well, and if he can ever take the reins of power held by Duluhad and Leviathan, the barregon might be turned in their loyalty to follow him once more. Even a few lesser and demigods who make residence in Hell support Verrier’s rebellion. While many suspect Prince Leviathan of being tied to the resistance, the truth of this matter has ever been complicated. The alliance between the Prince

of Stygia and Hell’s Pawn is all but dissolved and little real support is shared between the two parties. The change in the relationship between Hell’s Pawn and the Prince can certainly be traced back to the point where Leviathan was reinstated to his position as Lord-Regent of Stygia, regaining the cosmic power associated with that post, and stealing away the loyalty of the barregons. Verrier does not trust any of the so-called Lord-Regents of Hell, as he (correctly) associates such power directly with Asmodeus. However, the influence of a Lord-Regent of Hell is nothing to discount, and Verrier is loath to let his alliance with Leviathan fall apart in its entirety, looking for any and every advantage for his rebellion.

Outside of Hell, Verrier is all but unknown. His few agents who operate outside of Hell usually make contact with organizations of Good or Chaos, feeding them information designed to strategically weaken or distract the loyal forces of Perdition. Verrier usually resides in one of his multiple strongholds, which are located throughout Avernum, Malbolge, and Stygia. These fortresses are cloaked with powerful illusions and anti-scrying magicks, and randomly teleport to different unpopulated locations within their respective layers of Hell every nine days or as willed by Verrier. It is from these residences that he controls the rebellion he hopes will one day reshape the face of Hell. Lilith, the Lord of the Sixth, is the closest to detecting Verrier’s presence, as she has noted that a few pit fiends associated with her court have disappeared in the dark chasms where Verrier had laid for eons. Though she has marked their disappearance, she is waiting on full consolidation of her power in Malbolge before launching a full investigation.

Verrier appears in his true form as a 33-foot tall muscular humanoid. Two pairs of horns adorn his head, one pair curving around his temples as a ram’s, and the other curling upwards from his forehead. His mouth is a sea of daggers, divided by a pitch black, forked tongue. Hair the color of a dying sun falls down the back of his head to his shoulders. His skin is rich ebony, as if his very body was formed from obsidian. Lines of red and orange run in strange designs upon his body, foul symbols of vile evil. His feet are hoofed, like those of a massive bull, and his powerful legs reveal a strength matched by few. When he speaks, his voice is deep and powerful, yet smooth and pleasing to the ear. It resonates within one’s body, mind and soul, compelling them to immediate obedience.

Combat

Verrier does not engage in combat if he can help it. As the most wanted creature in Hell, he cannot risk protracted fights that may compromise his position.

His usual tactic is to *summon* renegade pit fiends

and *teleport* away. If he is prevented from escaping, Verrier will usually use *greater dispel magic* and *delayed blast fireball* before moving into melee where his tattoos can be brought into play. Spellcasters are his primary targets, although he will adjust to deal with physical fighters should they be proving the real problem. He alternates between both illusionary and real reinforcements, and takes to flight on the wing as soon as he feels he can make a clean escape.

Abomination Traits: Verrier is immune to polymorphing, petrification, and other forms-altering attacks. He is not subject to energy drain, ability drain, ability damage, or death from massive damage. Verrier is immune to mind-affecting effects. He possesses cold resistance 50. Verrier is under a persistent *non-detection* effect. He possesses *true seeing* at will, blindsight out to 500 feet, and can communicate telepathically with any creature that has a language within 1000 feet. Verrier otherwise functions as a divine rank 0 deity.

Fear Aura (Su): Verrier can radiate a 30 foot radius *fear* aura as a free action. A creature in the area must succeed on a DC 71 Will save or be affected as though by a *fear* spell (caster level 90th) A creature that successfully saves cannot be affected again by Verrier's aura for 24 hours. Other malefircareim are immune to this effect, and Verrier can select which creatures within the radius are affected.

Improved Grab (Ex): If Verrier hits with his claw, he deals normal damage and may immediately attempt to start a grapple as a free action that does not provoke an attack of opportunity. Verrier can use this ability on any creature of Gargantuan size or smaller. Each round the hold is maintained, Verrier deals 8d6+21 points of damage to his victim.

Malefic Reflection (Sp): Verrier is immune to all 1st – 6th level spells that target him as though protected by a lesser version of *epic spell reflection* (caster level 67th). This effect is tenacious; i.e. if dispelled or disjoined, it is merely suppressed for 1d4 rounds.

Pawn of Hell: Verrier is resistant to damaging cosmic powers (hellfire, damaging Diabolical Adaptations, etc.). He takes only half damage from these effects; for those effects that allow a saving throw, Verrier's success means he takes no damage from the cosmic effect. He possesses no such resistance to divine powers, which affect him normally.

Verrier cannot be detected by the sensory powers of deities or cosmic entities. Though he does not know it, Verrier is protected from detection by Asmodeus himself (who can still sense Hell's Pawn with ease).

Spawn of Hell: Verrier's blood contains the very essence of Hell within it. When struck with a piercing or slashing weapon, this blood falls to the ground where it grows into a nupperibo in the next round. The nupperibo possesses 1 additional HD for every 10 points of damage over 20 that Verrier suf-

fered from the attack. If Verrier suffers over 150 points of damage in a single attack, the blood grows into a barregon instead, with 1 additional HD for every 10 points of damage over 150. If he suffers over 450 points of damage in a single attack, the blood becomes a fully grown malefircarim. For every 20 points over 450, a nupperibo is grown in addition to the malefircarim, with the pattern repeating itself. For example, should Verrier suffer 486 points of damage in a single attack, the blood would form a malefircarim and a 3HD nupperibo.

Spell-like Abilities: At will – *animate dead*, *baleful polymorph*, *blasphemy*, *blur*, *charm monster*, *create greater undead*, *deeper darkness*, *delayed blast fireball*, *desecrate*, *detect chaos*, *detect good*, *detect magic*, *fire storm*, *greater dispel magic*, *greater invisibility*, *greater teleport* (self plus 1,000 pounds only), *hallucinatory terrain*, *hellball*, *hold monster*, *magic circle against chaos*, *magic circle against good*, *mass hold monster*, *meteor swarm*, *persistent image*, *produce flame*, *polymorph*, *pyrotechnics*, *read magic*, *scrying*, *suggestion*, *symbol of pain*, *unholy aura*, *unholy blight*, *unhallow*, *wall of fire*; 3/day – *wish*. Caster level 90th; DC 26+ spell level.

Summon Devils (Sp): Verrier can automatically summon 12d6 nupperibos or imps, 3d6 barregons or 9 renegade pit fiends four times per day. These devils may have triple their standard Hit Dice. (Treat renegade pit fiends as 45 HD Nessians with 39 Con, Toughness x3, and 999 hp).

Tattoos: Verrier has many marks all over his body tracing vile symbols of evil. These are actually potent arcane sigils that create a variety of effects around Verrier. Where applicable, the save DC is 68 and the caster level is 67th.

Destruction: This symbol, located on Verrier's chest, functions as a permanent *symbol of death* except that the hit point limit is 333 and the range is 20 feet. Merely coming within a 20 foot cone of Verrier's front triggers the effect.

Corruption: This pattern is located along Verrier's left arm. Any weapon striking Verrier is affected as though by a *rusting grasp* spell. This effect can affect magical weapons of up to +8 enhancement.

Bereavement: This mark is located along Verrier's right arm. Creatures within 60 feet of Verrier are affected as though by *energy drain*. A successful Fortitude save negates the effect. Once affected, a victim is not subject to the effect for 1 minute.

Suffering: Verrier's back bears this symbol which functions as a permanent *symbol of pain* except that the penalty imposed is -9. Any within a 60 foot cone of Verrier's back trigger the effect.

Misdirection: Verrier's wings have this mark etched into them. Those beyond 60 feet of Verrier suffer a 50% miss chance on all ranged attacks against him, including single target spells. He receives the benefits of improved evasion against area

Chapter Five: Domains of the Devil

effect spells originating from beyond that point as well.

Power: This mark is located over Verrier's legs. It is identical to a permanent *symbol of stunning*, except the hit point limit is 333, and the range is 20 feet. All within 20 feet of Verrier are subject to the effect.

Deception: This swirling pattern covers Verrier's tail. Those within 60 feet of Verrier must succeed on a Will save or be subject to a cruel illusion. The victim sees every creature he looks upon as having his own appearance. This inflicts a -9 profane penalty on attacks, as well as confuses the target as to who is ally and who is enemy. A creature under the effects of *true sight* receives a +7 bonus on his saving throw, but is affected normally if he fails.

Tyranny: Verrier bears this brand upon his forehead. All within 20 feet of Verrier must succeed at a Will save or be subjected to a *dominate monster* effect. A potential victim that saves against this effect is immune to it for 24 hours.

Regeneration (Ex): Verrier takes normal damage from epic good aligned silvered weapons and from spells and effects with the good descriptor.

Possessions: Aside from his multiple magical tattoos, Verrier bears little on his person. Two wristbands of cold-wrought iron grant him the combined benefits of a *ring of protection* +9 and *bracelets of armor* +9. However, he has access to vast hordes of magical items, should he need them. Verrier can obtain any magical item costing less than 900,000 gold pieces given a few days.

He also is rumored to possess several minor and major artifacts.

Vhesage, Governor of Malsheem

Pit Fiend (8th Circle General of the Legions of Hell)

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Cleric 10/Dread Inquisitor 10

Hit Dice: 47d8 + 470 (681 hp)

Initiative: +9

Speed: 40 ft., fly 60 ft. (average)

Armor Class: 41 (-1 size, +9 Dexterity, +23 natural), touch 17, flat-footed 40

Base Attack/Grapple: +37/+55

Attack: *Rod of tyranny* +59 melee (2d6+23); or claw +50 melee (2d8+14)

Full Attack: *Rod of tyranny* +59/+54/+49/+44 melee (2d6+23) and 2 wings +48 melee (3d6+7) and bite +48 melee (4d6+7 plus poison and disease) and tail slap +48 melee (2d8+7); or 2 claws +50 melee (2d8+14) and 2 wings and bite and tail slap

Space/Reach: 10 ft. /10 ft.

Special Attacks: Constrict, disease, fear aura, force shapechange, improved grab, learn the truth, poison, rebuke undead, spell-like abilities, spells, *summon devils*

Special Qualities: Damage reduction 15/epic good and silver, darkvision 60 ft., immunity to fire and poison, inquisitor immunities, inquisitor sight, resistance to

acid 15 and cold 15, regeneration 7, see in darkness, spell resistance 46, telepathy 200 ft.

Saves: Fort +35, Ref +34, Will +36

Abilities: Str 39, Dex 29, Con 31, Int 29, Wis 33, Cha 31

Skills: Bluff +64, Concentration +40, Decipher Script +29, Diplomacy +54, Disguise +10 (+16 acting), Gather Information +72, Hide +35, Intimidate +70, Jump +17, Knowledge (arcana) +49, Knowledge (local) +59, Knowledge (nature) +19, Knowledge (nobility) +34, Knowledge (the planes) +24, Knowledge (religion) +59, Listen +41, Move Silently +39, Search +56, Sense Motive +61, Spellcraft +53 (+57 with scrolls), Spot +56, Survival +11 (+13 above ground, +13 on other planes, +17 tracking), Use Magical Device +40 (+46 with scrolls)

Feats: Divine Metamagic (Reach Spell), Divine Metamagic (Violate Spell), Flyby Attack, Investigator, Leadership, Multiattack, Power Attack, Reach Spell, Trans-dimensional Spell, Violate Spell

Epic Feats: Epic Leadership, Epic Reputation, Improved Spell Capacity (x2), Spectral Strike, Spontaneous Domain Access (Inquisition)

Climate/Terrain: Malsheem, Nessus, Ninth of the Nine Hells of Perdition

Organization: Solitary (unique) or with honor guard (9 Nessian pit fiends)

Challenge Rating: 34

Treasure: *Rod of tyranny* and other possessions

Throughout the Dark Ministry, there is only one pit fiend more feared than Vhesage and that is Minister Zimimar. The Governor of Malsheem, Vhesage the Scourge is one of the most loathed devils in Hell and she would have it no other way. Convicted that there are spies and traitors scattered across the Legions, Vhesage knows that only her persistent searches can uncover them all, that only her invasive pogroms can force the liars and the cheats to divulge their secrets.

Vhesage does not believe that her duties end just within the Ministry, but that they occasionally seep into the upper echelons of Hell's nobility. While she always refers situations of that sort to the Infernal Denomination of Espionage, she takes pride in bringing down high-ranking, soft-souled nobles.

Vhesage is as conniving as she is brave; she possesses no fear of punishment because she knows that her responsibilities ultimately benefit the only thing that matters to her: Hell. She takes every high level accusation of treason to heart and it takes much to convince her that one is not guilty (she does not believe that anyone is innocent). Vhesage often takes pains to maintain surveillance over those who she finds not guilty; 60% of them are later charged and found guilty of new, even greater crimes.

Although Zimimar is technically in charge of all infernal agents, it is Vhesage who truly manages these units. She also contracts moles, although she technically must always go through Zimimar before finalizing such arrangements. In reality, Vhesage reports to Martinet, the Constable of Hell; nevertheless, Vhesage respects Zimimar enough to keep her apprised of all investigations. Unsurprisingly, the

Scourge has no allies in Hell, although she is considered in a reasonably favorable light by the generals of Espionage.

Vhesage is under orders from Martinet not to investigate Ariyan and Gazra, her two peers whom she strongly suspects are involved in inappropriate situations. While she has absolutely no respect for him, Vhesage is largely loyal to Martinet due to his proximity to The Overlord. Vhesage is one of the oldest devils in the Ministry and was there during the *Dies Irae*; once a servant of Moloch, she knows she will never rise to the status of Courtier anywhere other than Nessus. This remains her only dream besides the complete and utter victory of Hell.

Vhesage appears as an almost skeletal pit fiend with tremendous, glowing white eyes. Her motions are stiff and she does not seem to walk so much as make short teleportations when moving from place to place. She speaks with a cracked voice that condemns all that hear it.

Combat

Vhesage is rarely encountered beyond Malsheem without at least her honor guard. If attacked, she remains to the rear of combat, aiding her guardians with magic. She tends to use touch spells in conjunction with her Flyby Attack feat. If she has prepared violated spells, she will make use of them or use her Divine Metamagic Feat to convert spells. If the battle turns against her, Vhesage immediately retreats under any means necessary.

If attacked within Malsheem, Vhesage immediately activates the many alarms throughout the fortress. In moments, hordes of Nessian pit fiends will fill the halls, making her further involvement unnecessary.

Constrict (Ex): Vhesage deals $2d8 + 28$ points of damage with a successful grapple check.

Disease (Su): A creature struck by Vhesage's bite attack must succeed at a DC 33 Fortitude save or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of Strength).

Fear Aura (Su): Vhesage can radiate a 20-foot-radius fear aura as a free action. Creatures in the area must succeed on a DC 33 Will save or be affected as though by a fear spell (caster level 27th). A creature that successfully saves cannot be affected again by her aura for 24 hours. Other devils are immune to the aura.

Force Shapechange (Su): Vhesage can force a creature into its natural form with a touch attack. She makes a caster level check (1d20+44) against the effect which if successful, undoes any *alter self*, *polymorph*, *shapechange*, or other alternate form abilities, whether extraordinary, spell-like, or supernatural in nature. The creature cannot change its shape again for 1d6 rounds.

Improved Grab (Ex): To use this ability, Vhesage must hit a Medium or smaller opponent

with her tail slap attack. If she gets a hold, she can constrict.

Inquisitor Immunities (Ex): Vhesage is immune to all charms, compulsions, and any abilities that displace her life force such as *magic jar*, *soul bind*, or *trap the soul*.

Inquisitor Sight (Su): Vhesage automatically receives a Will save to disbelieve any illusions she views. She does not need to interact with or touch the illusion.

Vhesage gains a +4 bonus on Spot checks to oppose Disguise.

Vhesage constantly *discerns lies* as the spell.

Thrice per day (or at will if within Nessus) Vhesage may *detect chaos*.

Learn the Truth (Su): By touching a creature who has lied to her, Vhesage may force it to reveal the truth. The creature gains a Will save (DC 30) to resist, if failed the creature must speak the true version of the lie it uttered. This is a mind affecting compulsion effect. Vhesage may use this ability three times per day, or at will if within Nessus.

Poison (Ex): Injury; Fortitude DC 33; initial damage 1d8 Constitution, secondary damage death.

Rebuke Undead (Su): 13/day, Vhesage may rebuke or bolster undead. She rebukes undead as a 10th level cleric and gains a +6 profane bonus on her rebuke checks.

Divine Metamagic: Vhesage may expend three rebuke attempts to add the Violate or Reach metamagic to any of her spells without increasing the casting cost.

Regeneration (Ex): Vhesage takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Spell-Like Abilities (Sp): At will – *animate dead*, *blasphemy*, *charm person*, *create undead*, *desecrate*, *detect good*, *detect magic*, *greater dispel magic*, *greater invisibility*, *greater teleport* (self plus 50 pounds only), *magic circle against good*, *major image*, *mass hold monster*, *power word stun*, *produce flame*, *polymorph*, *pyrotechnics*, *suggestion*, *unholy aura*, *unhallow*, and *wall of fire*; 1/day – *meteor swarm* and *symbol of pain*; 1/year – *wish*. Caster level 27th ; DC 20 + spell level.

Spells: 6/8+1/8+1/8+1/7+1/7+1/6+1/6+1/5+1/5+1/2/2; Caster level 40th; DC 21 + spell level

Example cleric spells prepared: 0 – *cure minor wounds*, *create water*, *detect poison*, *light*, *mending*, *read magic*; 1st – *bane*, *curse water*, *deathwatch*, *divine favor*, *doom*, *obscuring mist*, *protection from chaos**, *remove fear*, *sanctuary*; 2nd – *calm emotions*, *detect thoughts**, *enthral*, *find traps*, *hold person*, *shatter*, *silence*, *status*, *zone of truth*; 3rd – *bestow curse*, *blindness/deafness*, *clairaudience*/*clairvoyance**, *invisibility purge*, *magic circle against chaos*, *remove curse*, *remove disease*, *speak with dead*; 4th – *death ward*, *dimensional anchor*, *divination*, *order's wrath**, *restoration*, *sending*, *spell immunity*, *tongues*; 5th – *greater command*,

Chapter 5: Demons of the

*flame strike, mark of justice, mass inflict light wounds, righteous might, slay living, symbol of pain, true seeing**; 6th – blade barrier, find the path, heal (x2), hold monster*, symbol of fear, word of recall; 7th – dictum, greater restoration, greater scrying, harm (violated), legend lore*, repulsion, symbol of stunning; 8th – dimensional lock, destruction (violated), discern location*, greater spell immunity, harm (reaching), shield of law; 9th – astral projection, energy drain, etherealness, implosion, miracle, soul bind; 10th – energy drain (transdimensional), fire storm (transdimensional, violated); 11th – storm of vengeance (transdimensional, violated) (x2).

Domains: Inquisition, Knowledge, Law. Vhesage has a +4 bonus on dispel checks, and casts Law spells at +1 caster level.

Summon Devils (Sp): Thrice per day, Vhesage can automatically summon two lemures, osyluths, or hamatulas; or one erinyes, cornugon, or gelugon.

Cohort: Renardo, a twin bastard sword-wielding osyluth, is never far from Vhesage's side. He defends his master to the death. 21 HD osyluth fighter 10.

Yzed, Guardian of the Armory

Barbazu (Sergeant of the Infernal Vanguard)

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 18d8+90 (171 hp)

Initiative: +8 (+4 Dexterity, +4 Improved Initiative)

Speed: 40 ft.

Armor Class: 28 (+5 armor, +4 Dexterity, +10 natural, -1 size) touch 13, flat footed 24

Base Attack/Grapple: +18/+30

Attack: Faithbreaker +29 melee (2d8+15 plus infernal wound 19-20/x3) or claw +25 melee (1d8+8)

Full Attack: Faithbreaker +29/+24/+19/+14 melee (2d8+15 plus infernal wound 19-20/x3) or 2 claws +25 melee (1d8+8)

Space/ Reach: 10 ft. /10 ft. (15 ft. with glaive)

Special Attacks: Battle frenzy, beard, infernal wound, summon devils

Special Qualities: Damage reduction 10/good or silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell-like abilities, spell resistance 24, telepathy 100 ft.

Saves: Fort +16, Ref +15, Will +14

Abilities: Str 26, Dex 19, Con 21, Int 12, Wis 16, Cha 16

Skills: Climb +29, Concentration +26, Diplomacy +24, Hide +21, Intimidate +24, Listen +24, Move silently +25, Sense Motive +24, Spot +24

Feats: Cleave, Combat Reflexes, Improved Critical (glaive), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (glaive)

Climate/Terrain: Avernus, First of the Nine Hells of Perdition

Organization: Solitary (unique) or with team (Yzed and 5-10 standard barbazu)

Challenge Rating: 12

Treasure: Standard

Alignment: Lawful Evil

Sergeant Yzed serves as the guardian of Bael's

armory in Avernus. This storehouse contains magical items of mass destruction and as such the Warlord does not fancy the thought of others being able to make use of them. As the most powerful barbazu ever to survive the front lines of the *Blood War*, Yzed has so far shown himself equal to the task of guardianship. His unusual intelligence and insight have gained him the loyalty of his troops, who see him as the epitome of their rank. However, it is not his keen wit that placed him in his position, and he knows it. Yzed is the most vicious, determined, and brutal fighter the barbazu have ever produced, and these qualities are what continue to keep him on top.

Yzed is ten feet tall and has dark brown coloration. His eyes are a feral red, and glow when he is enraged. His beard is constantly writhing, as if it were alive and independent of the devil. Yzed possesses a somewhat lanky frame, but his strength exceeds that of an ogre, to the dismay of those who underestimate him. He carries himself with the confidence and punctuality of an elite soldier, and his speech reflects this as well. He speaks in a staccato burst of words, often punctuating sentences with the title of the one he is addressing.

Combat

Yzed usually begins any combat in a frenzy. He charges into the fray, viciously attacking the most powerful opponent. When his foe drops, he moves on to the next. If given a full attack opportunity, Yzed generally attempts to sunder his foe's weapon. Should he be confronted by a large group or superior foe, Yzed will summon barbazu and lemure reinforcements before entering his frenzy. Yzed never retreats, knowing that to fail his master is to earn a long and painful demise.

Battle Frenzy (Ex): 5/day, Yzed can enter a frenzy identical to the barbarian greater rage ability. (+6 Str, +6 Con, +3 Will save, -2 AC) The frenzy lasts 11 rounds, and he suffers no ill effects afterwards.

Beard (Ex): If Yzed strikes a creature with both claws, he automatically strikes with his beard. This deals 2d6+4 points of damage, and inflicts the creature with devil chills. (Fortitude DC 24)

Infernal Wound (Su): Creatures struck with Yzed's glaive suffer a persistent wound that bleeds for 2 hp of damage every round following. A Heal check or *cure* spell with a caster level check of DC 24 is required to halt the blood flow.

Spell-like Abilities: At will - *command, desecrate, greater teleport* (self plus 50 pounds), *magic weapon, produce flame*. Caster level 18th.

Summon Devils (Sp): Thrice per day, Yzed can summon 6d8 lemures with a 90% chance of success, or 4 barbazu with a 70% chance of success. These devils may have twice their standard HD.

Possessions: Yzed carries a +3 adamantine glaive with the properties of a *shatterspike* blade

called *Faithbreaker*. He wears a mithral breastplate and a *ring of invisibility*.

Zadiax, Guardian of Gazra

Hamatula (Command Sergeant Major of the Legions of Hell)

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 36d8+288 (450 hp)

Initiative: +13 (+5 Dexterity, +8 Superior Initiative)

Speed: 40 ft.

Armor Class: 39 (+3 deflection, +5 Dexterity, +22 natural, -1 size) touch 17, flat-footed 34

Base Attack/Grapple: +36/+64

Attack: Claw +48 melee (4d8+13 plus 1 Constitution and *fear* 19-20/x2)

Full Attack: 2 claws +48/+43/+38/+33 melee (4d8+13 plus 1 Constitution and *fear* 19-20/x2)

Space/Reach: 10 ft. /10 ft.

Special Attacks: Fear, improved grab, impale (6d8+18 plus 1 Constitution), *summon devils*

Special Qualities: Barbed defense, damage reduction 15/good and silver, darkvision 60, immunity to fire and poison, resistance to acid 15 and cold 15, see in darkness, spell resistance 36, spell-like abilities, telepathy 300 ft.

Saves: Fort +31, Ref +28, Will +25

Abilities: Str 31, Dex 21, Con 27, Int 15, Wis 14, Cha 18

Skills: Concentration +47, Diplomacy +8, Escape Artist +44, Hide +40, Intimidate +43, Jump +53 Listen +41, Move Silently +44, Search +41, Sense Motive +41, Spot +41, Survival +2 (+6 tracking)

Feats: Combat Expertise, Combat Reflexes, Improved Critical (claw), Improved Grapple, Improved Initiative, Improved Natural Attack (claw), Improved Rapid Strike, Power Attack, Rapid Strike

Epic Feats: Dire Charge, Legendary Wrestler, Superior Initiative

Climate/Terrain: Phlegethos, Fourth of the Nine Hells of Perdition

Organization: Solitary (unique), or with troupe (6-10 standard barbed devils)

Challenge Rating: 24

Treasure: Standard

Alignment: Lawful Evil

Zadiax serves as the bodyguard to Gazra, the Governor of Abriymoch. His is a straight forward existence; should Gazra die, Zadiax will be made to wish that he had taken the pit fiend's place. This threat of endless torture at the capable hands of Lord Belial ensures that Zadiax will suffer no threat toward his assigned charge, indeed he is among the most loyal devils in all Hell.

Although he has no particular agendas beyond keeping Gazra alive, Zadiax also serves Lady Fierana as a spy, ensuring her that Gazra has no other lovers. Zadiax also practices several ancient hand to hand combat styles, most involving chokes and holds that allow him to use his body's barbs to the utmost effect.

Zadiax appears as a twelve foot tall hamatula, with rust gray skin. His spines are tinged with black streaks, and his evil eyes glow orange. His body is

sleekly muscular, honed to a terrible fighting edge.

Combat

Zadiax opens combat with a charge, attempting to establish a grapple with the most powerful looking foe. He generally moves from foe to foe, leaving bloody and dying enemies in his wake. He attacks to distract and draw fire, knowing the vicious wounds his barbs inflict upon those who strike him. His primary goal in any event is to make sure Gazra is able to escape, after which Zadiax follows as soon as he can.

Barbed Defense (Ex): Any creature striking Zadiax with hand-held or natural weapons take 3d6+13 points of piercing and slashing damage and 1 point of Constitution damage from the devil's spines. Weapons with reach do not endanger their wielders this way.

Fear (Su): Creatures hit by Zadiax's claw attack must make a will save DC 32 or be affected as by *fear* (caster level 36th). Regardless of success, the creature cannot be affected by Zadiax's fear ability again for 24 hours.

Impale (Ex): Zadiax deals 6d8+18 points of damage and 1 point of Constitution damage to a grabbed opponent with a successful grapple check.

Improved Grab (Su): Zadiax must hit with a claw attack to use this ability. He can then start a grapple as a free action that does not provoke an attack of opportunity. If he wins the grapple check, he establishes a hold and can impale the opponent on his barbed body.

Spell-like Abilities (Sp): At will - *animate dead*, *charm person*, *desecrate*, *doom*, *greater teleport*, *hold person*, *major image*, *produce flame*, *pyrotechnics*, *scorching ray*, and *suggestion*. 3/day - *order's wrath*, *unholy blight*. Caster level 36th; DC 14+spell level

Summon Devils (Sp): Thrice per day, Zadiax can automatically summon 2d6 barbazu or 1d6 hamatulas. These devils may have twice their standard HD.

Possessions: Zadiax wears a *ring of defense* +3 and an *amulet of wounding natural attacks* +3.